

UK'S OFFICIAL  
**SEGA**  
COMIC



# SONIC THE COMIC HEDGEHOG- MANAY!

COMPLETE  
NEW  
STORY

LIFT-OFF  
WITH  
AMY!

CHAOTIX!  
THE CREW CONTINUE!

KNUCKLES!  
HOME SWEET HOME!

DECAP!  
MONSTER MASS!

SPIKER BADNIK!  
PIN-UP!

£1.20 • No 65  
5 JANUARY 1996



FORTNIGHTLY

# CONTROL ZONE

My resolution for 1996 is not to listen to the humes-who-think-they're-in-charge! Would you believe that I'm sat here armed with a lump of coal (they insist it brings good luck for the New Year - anything to keep them quiet!). Before I'm affected by a touch of the Hogmanays, I'd like to thank all of you who sent in a Christmas card (far nicer than a lump of coal!). Now for what's in store in SIC's first issue of '96...

There's also a party-on-down pin-up featuring Spiker the Madnik, Oh, and Sonic and to try out a few disguises in yosrown art page, The Graphic Zone. Right? I'm off for a spot of 'first fuering' with Sonic (if only he'd slow down). However, before I go there's one more thing ...

**HAVE A MEGA NEW YEAR!**

med4life  
A THE SITE ALWAYS

## Time Flies!

Sonic had his work cut out in *Sonic Drift Racing* and the release of the Sega Saturn caused a few oohs and aahs (as will future news on this multi-purpose 32-bit machine). What else happened ...

Sega presented STC with an award in recognition of standards of excellence in Sonic merchandise. Coo-e!



If you're wondering whether Sonic needs a rest after such a chocha-filled 1995 - no sirree! There's a brand new Sonic game planned for 1996 and - well, you'll just have to keep reading *SJC* and all will be revealed!



**CHARTS**  
BY  
**GALLUP**



↑ up/down    ↗ water entry    ↘ non-measure

## MEGA DRIVE

- |    |     |                      |
|----|-----|----------------------|
| 1  | NEW | MORTAL KOMBAT 3      |
| 2  | NEW | MICRO MACHINES '96   |
| 3  | ↓   | RIFA SOCCER '95      |
| 4  | ↓   | PGA TOUR GOLF 3      |
| 5  | ★   | MICKEY MANIA         |
| 6  | ↓   | BRIAN LARA CRICKET   |
| 7  | ↓   | CANNON FODDER        |
| 8  | ↓   | THEME PARK           |
| 9  | RE  | NHL '95              |
| 10 | ↓   | RUGBY WORLD CUP 1995 |

## MEGA-CO

- |    |                             |
|----|-----------------------------|
| 1  | GROUND ZERO TEXAS           |
| 2  | SOULSTAR                    |
| 3  | ↑ MICKEY MANIA              |
| 4  | ↓ BRUTAL: PAWS OF FURY      |
| 5  | ↓ TOMCAT ALLEY              |
| 6  | ↓ FIFA INTERNATIONAL SOCCER |
| 7  | ↑ EARTHFORM JIM             |
| 8  | ML PUGGY                    |
| 9  | ↓ NOVA STORM                |
| 10 | NEW ROAD AVENGER            |

## MASTER SYSTEM

- ↑ ROBOCOP V TERMINATOR
- ↓ MICKY MOUSE 2
- THE LION KING
- KZ JAMES BOND 2 - ROBOCOP
- ↓ DESERT STRIKE
- DE ASTERIX AND THE SECRET MISSION
- ↓ SONIC CHAOS
- ↓ SONIC THE HEDGEHOG
- ↓ STREETS OF RAGE
- ↓ JUNGLE BOOK

## GAME GEAR

- STAR TREK: GENERATIONS
- FANTASTIC ADVENTURES OF DIZZY
- THE LION KING
- STRIDER 2
- DROPZONE
- REN AND STIMPY
- NEW C.J.'S ELEPHANT ANTICS
- SONIC CHAOS
- MICRO MACHINES 2
- REV MORTAL KOMBAT 2

• **Author:** Deborah Toller  
 • **Illustrations:** Audrey Hwang  
 • **Illustrations:** Tony Hunter  
 • **Illustrations:** Paul Hsu  
 • **Illustrations:** Richard Huxford  
 • **Illustrations:** Eric M. Huxford

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# SONIC

## The Return of Chaotix

Part 3

Script:  
MARC STREIBER

Art:  
MICHAEL ALLEN

Lettering:  
JIM BIRILL

THE CHAOTIX CREW HAVE TURNED UP ON MOONIS - THEIR MISSION TO STOP THE BROTHERHOOD OF METALLIX.

HOWEVER, BY THE LOOK OF THE MIRACLE PLANET THEY MAY BE TOO LATE.



FORGEE, YOU WERE ON THE MIRACLE PLANET FOR A MONTH... DIDN'T YOU KNOW ABOUT THIS?

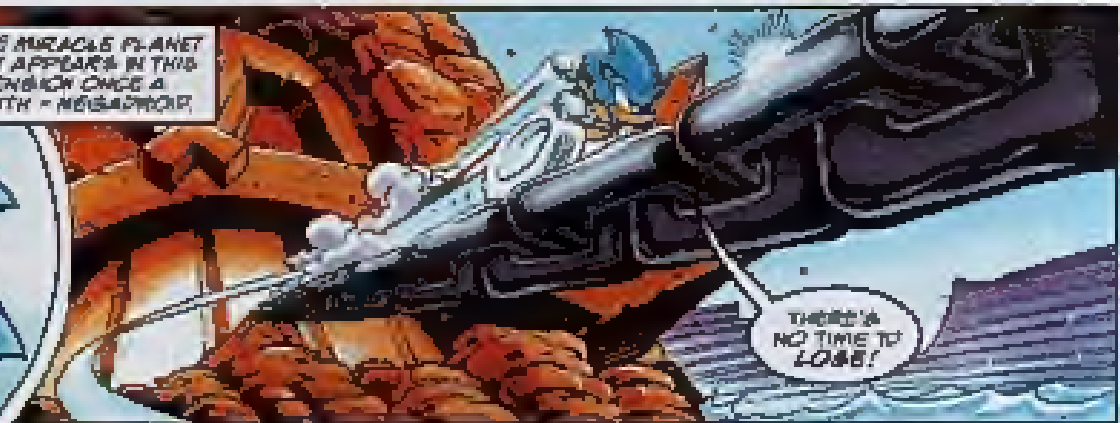


NO...



SO THE METALLIX EMPEROR HADN'T DESTROYED AFTER ALL... AND HE'S HAD A MONTH TO CREATE NEW METALLIXES!

\* THE MIRACLE PLANET ONLY APPEARS IN THIS DIMENSION ONCE A MONTH - MEGASHROUD



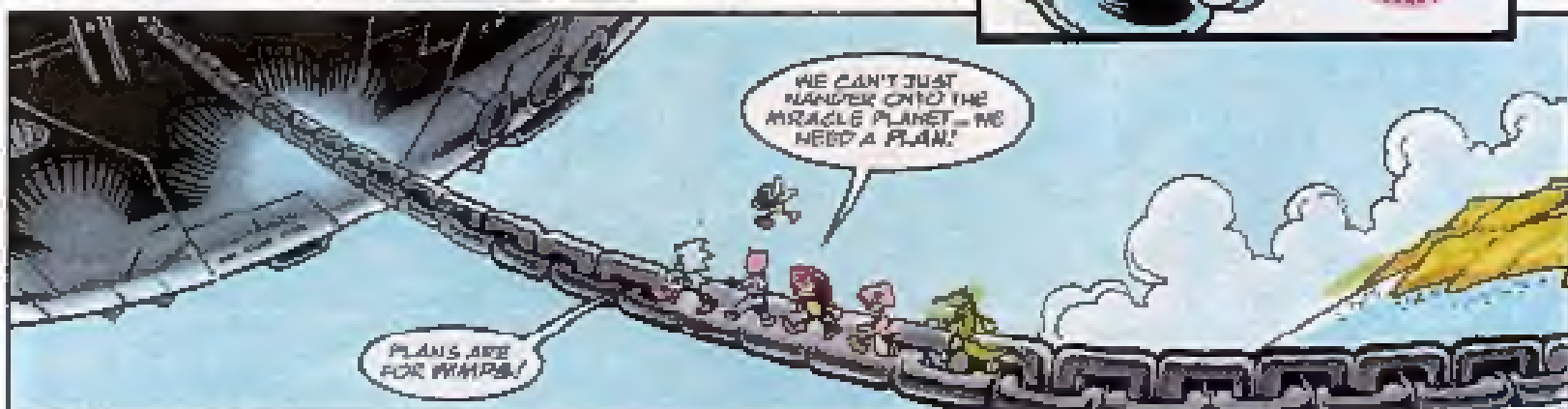
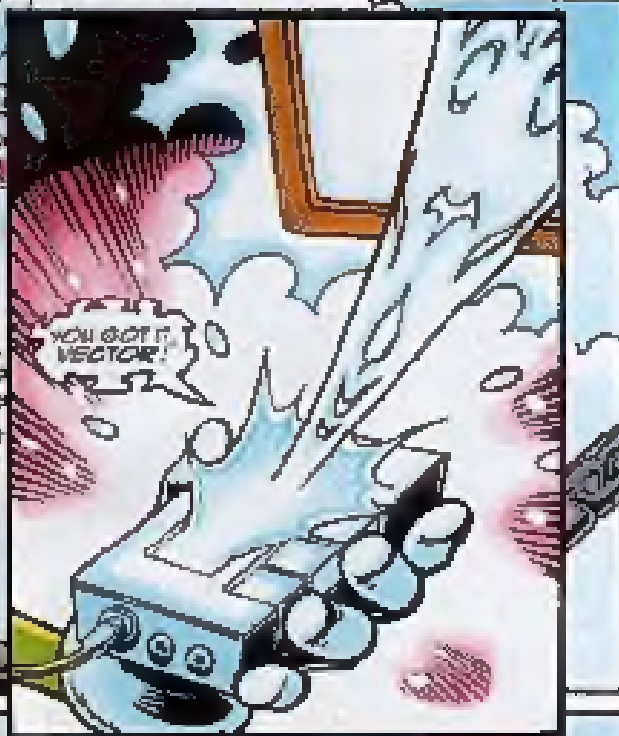
THERE'S NO TIME TO LOSE!

DON'T JUST STAND THERE! LET'S DESTROY THE BROTHERHOOD OF METALLIX BEFORE IT'S TOO LATE!

KEEP YOUR SPIKES ON, LITTLE GUY!

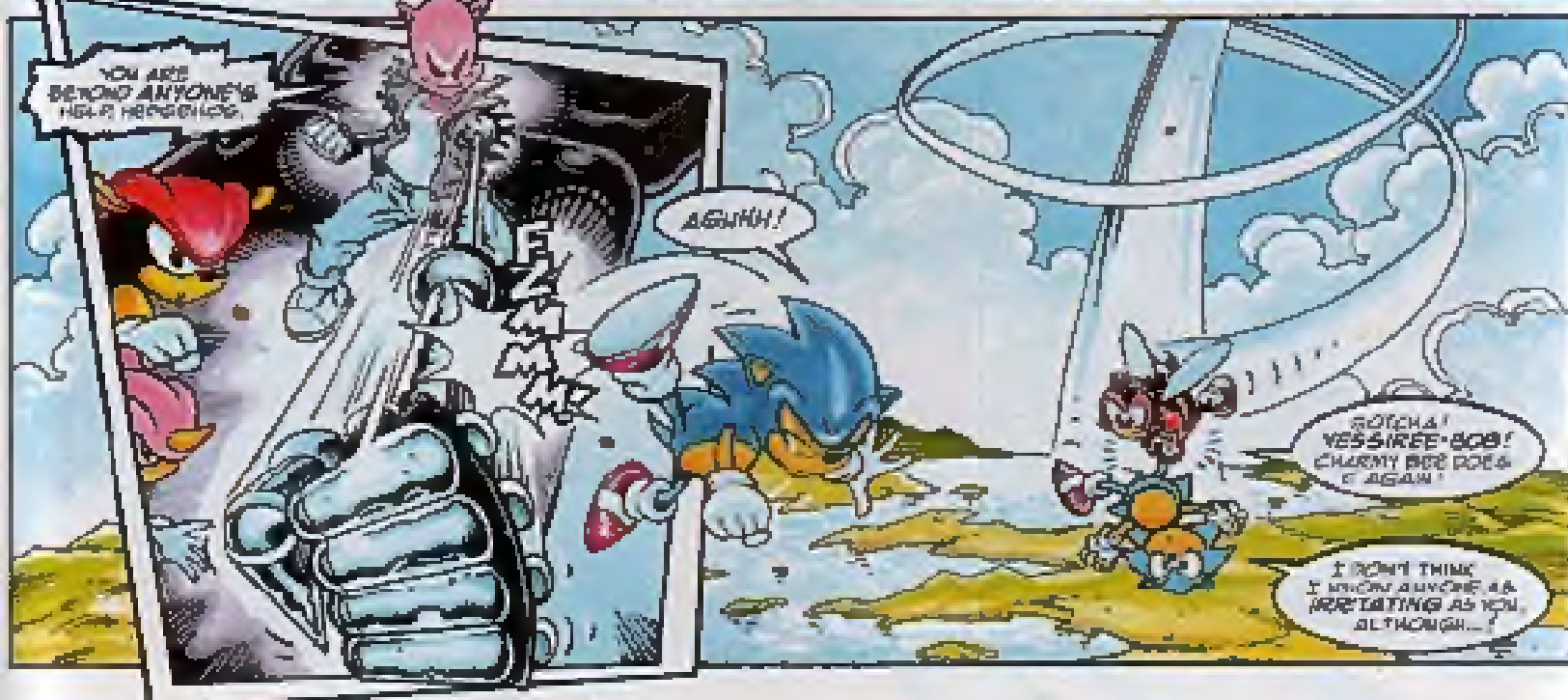


HEADING TOWARDS THE MIRACLE PLANET...



\* SEE LAST ISSUE - MEGAPROID





MEANWHILE ...



LET'S SEE  
HOW YOU MEASURE  
UP AGAINST ME!

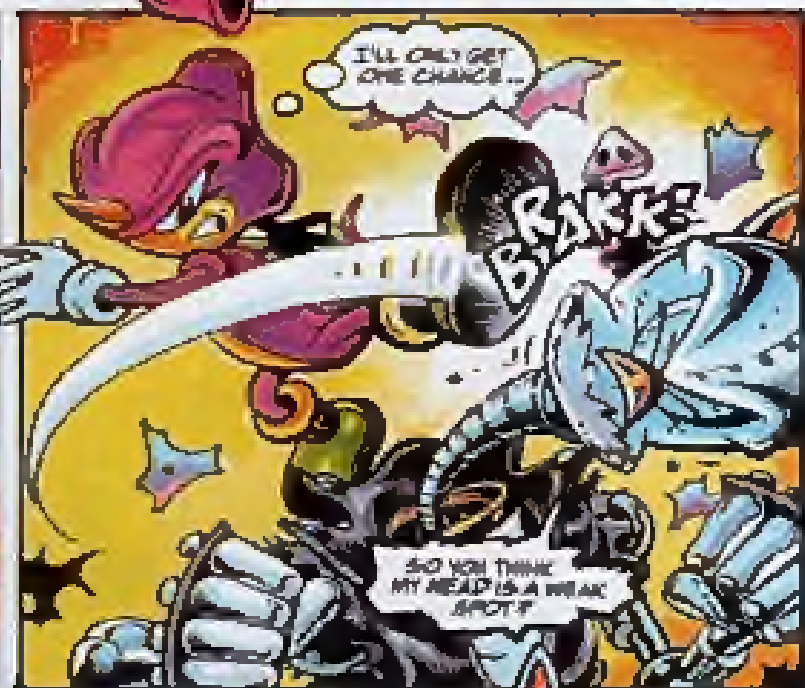
WHILE THE  
METALLIC IS BUSY  
WITH MIGHTY, I'LL USE  
MY CHAMELEON POWER  
TO SNEAK BEHIND  
HIM!



YOUR STRENGTH'S  
NOTHING TO ME!

BOOM!

ACCHH!



I'LL ONLY GET  
ONE CHANCE...

BRACE!

DO YOU THINK  
MY HEAD IS A WEAK  
SPOT?



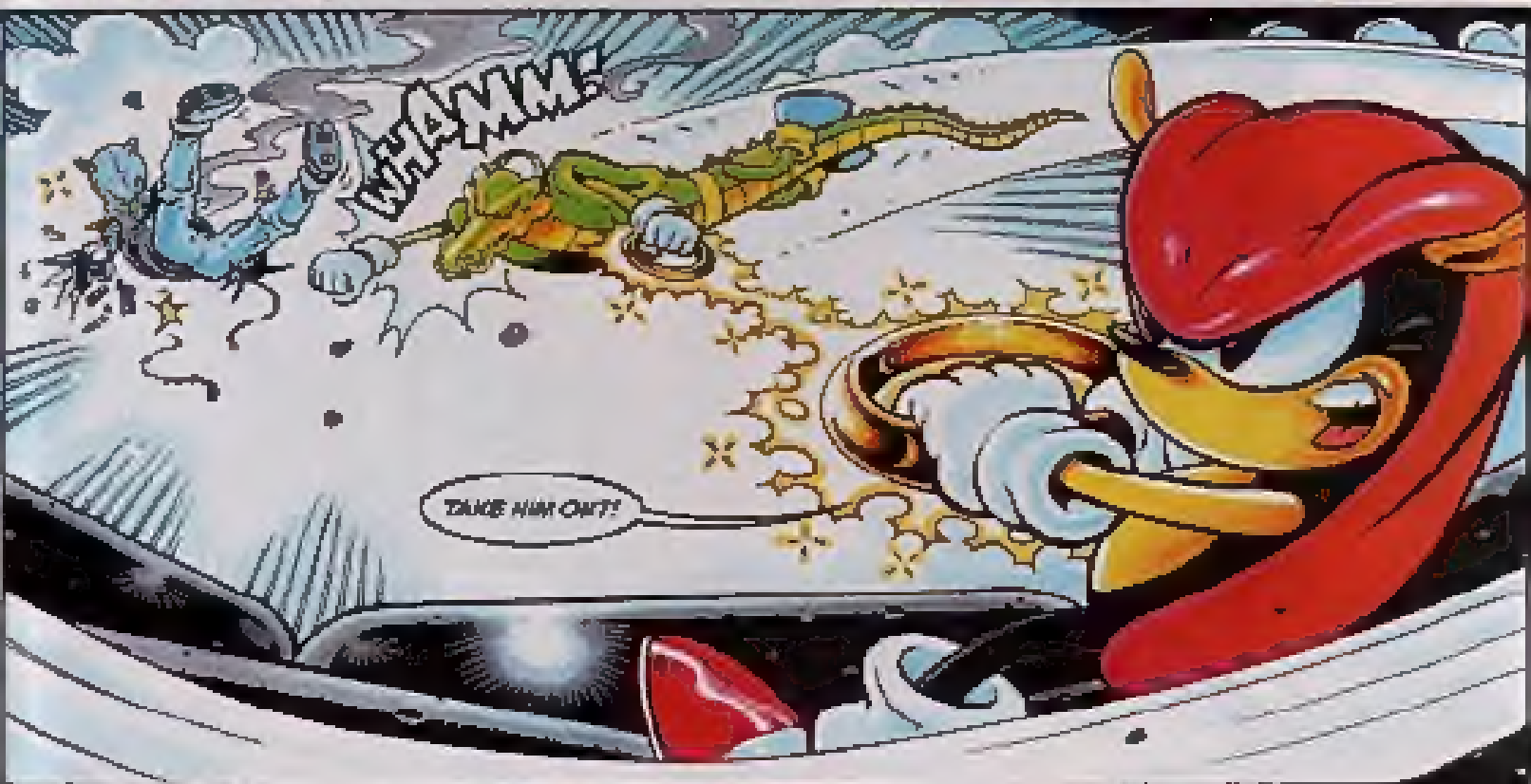
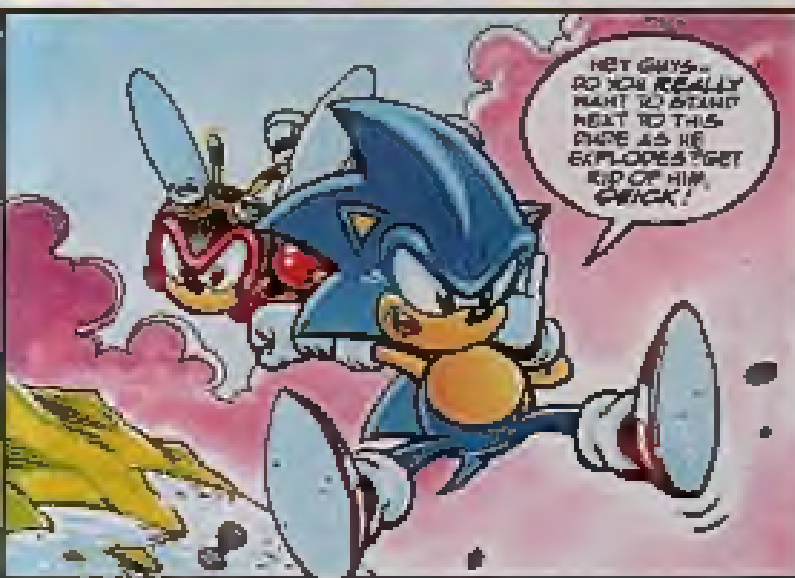
...THE  
METALLIC  
HAVE NO  
WEAK-  
NESSES!

THUD!

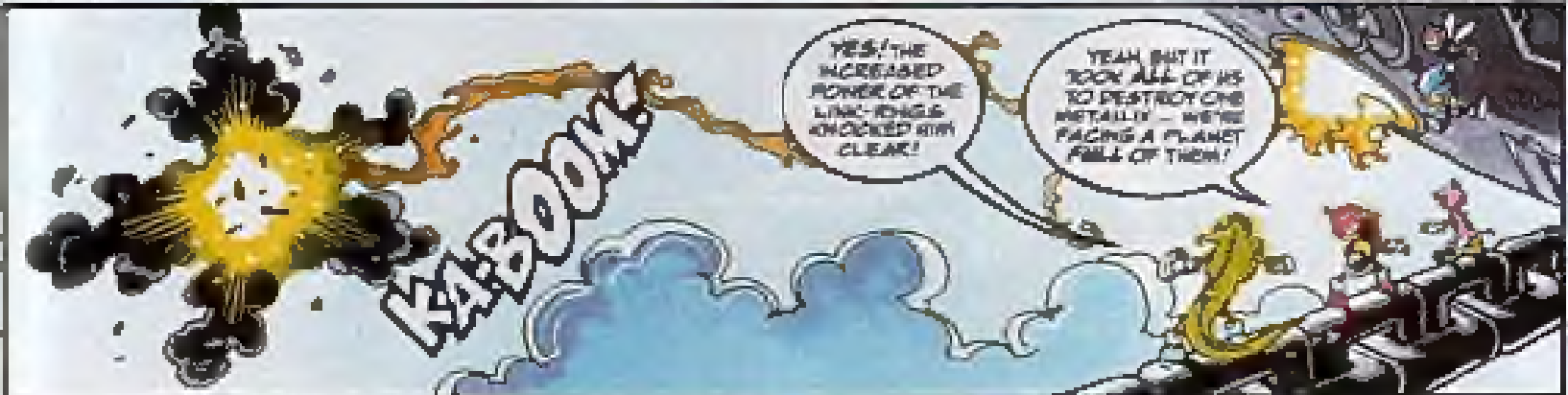


I WILL NOT  
PROLONG THIS  
FARCE. IT JUST TAKES  
A FEW SECONDS  
TO GENERATE THIS  
DEATH RAY ...

AND THEN  
YOU WILL ALL BE  
DESTROYED!







YES! THE INCREASED POWER OF THE LINK-RINGS KNOCKED HIM CLEAR!

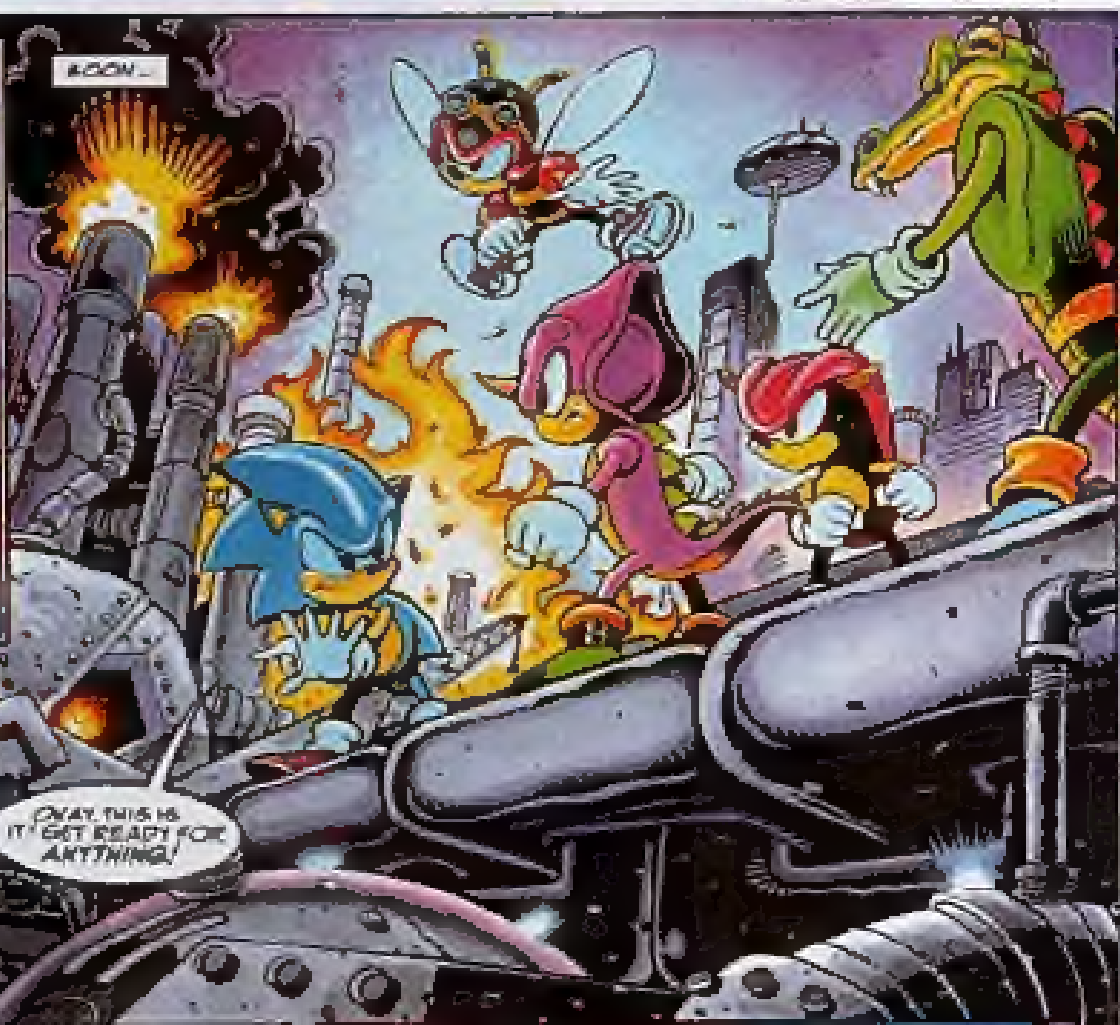
YEAH BUT IT TOOK ALL OF US TO DESTROY ONE METALLICALLY - WE'RE FACING A PLANET FULL OF THEM!



IF YOU'RE SCARED YOU CAN ALWAYS GO BACK!

Y'KNOW I THINK I LIKED ANNAKLE'S BETTER!

ANNAKLE'S A NICE KID I TAUGHT HIM EVERYTHING HE KNOWS!



BOOM...

OHAY THIS IS IT! GET READY FOR ANYTHING!



I DON'T THINK THERE'S ANYBODY HOME...

DOES THAT MEAN WE'VE FOUND IT?

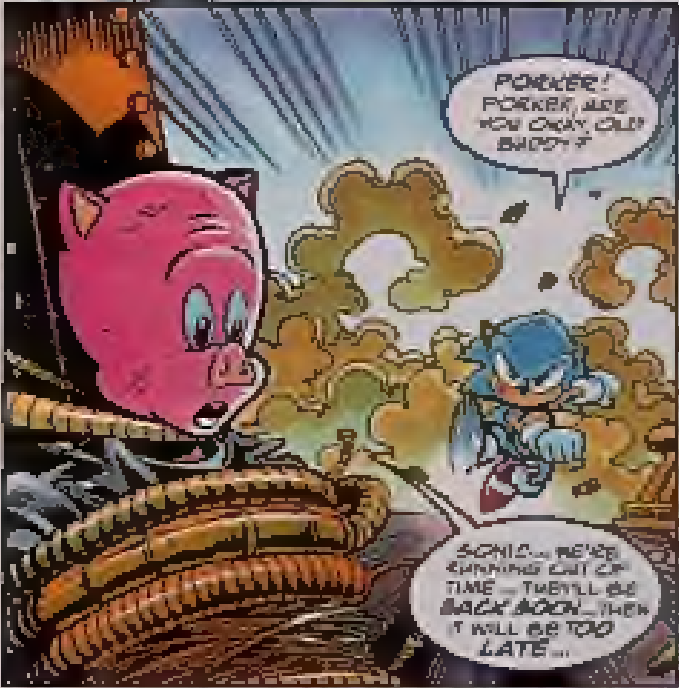
I DON'T LIKE THIS...



SONIC... SONIC, OVER HERE!!

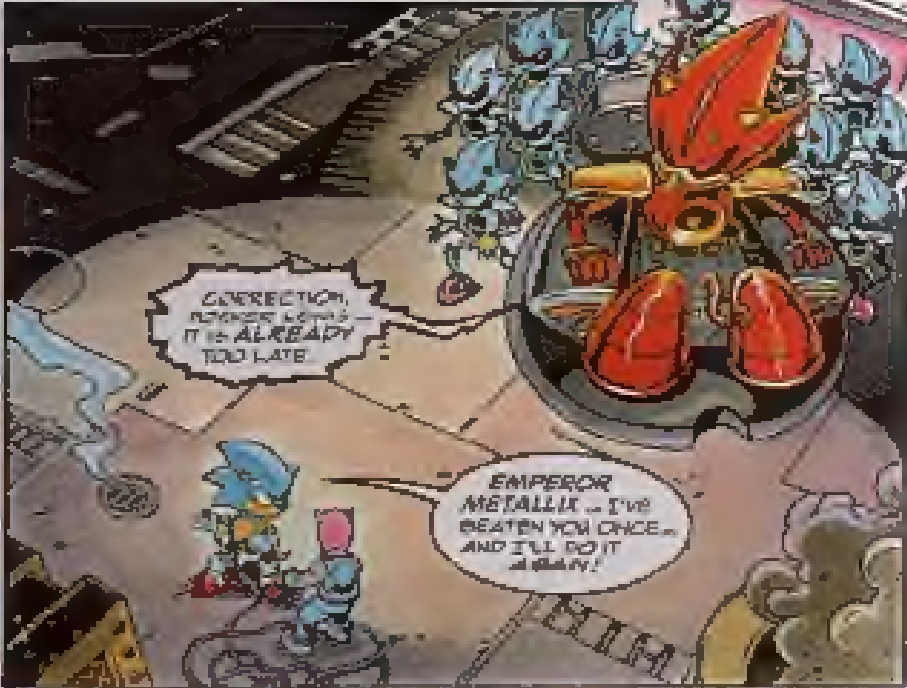
UH... WHO'S IT?





PORKER!  
PORKER, ARE  
YOU OKAY OLD  
Buddy?

SONIC... WE'RE  
SKIPPING OUT OF  
TIME - THEY'LL BE  
BACK SOON... THEN  
IT WILL BE TOO  
LATE...



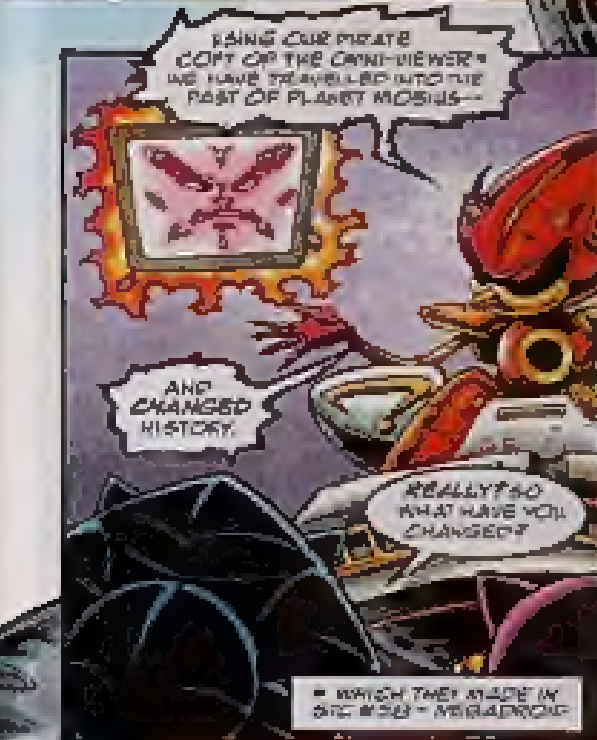
CORRECTION,  
PORKER... METALLIX  
IT IS ALREADY  
TOO LATE.

EMPEROR  
METALLIX... I'VE  
BEATEN YOU ONCE...  
AND I'LL DO IT  
AGAIN!



SURELY THE  
BROTHERHOOD  
OF METALLIX HAVE  
ALREADY WENT!

REALLY? HOW  
DO YOU FIGURE  
THAT?



USING OUR PIRATE  
COPT OF THE CANNON-VIEWER...  
WE HAVE TRAVELLED INTO THE  
PAST OF PLANET MOSHUS--



AND  
CHANGED  
HISTORY.

REALLY? SO  
WHAT HAVE YOU  
CHANGED?

• WHICH THEY MADE IN  
SIC #58 - MEGADRON



JUST LOOK UP  
AT YOUR PREVIOUS  
PLANET MOSHUS  
AND SEE...

WE'VE  
CHANGED  
EVERY-  
THING!

NEXT ISSUE - PLANET METALLIX!

# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

SFC'S RATING SYSTEM

UNDER 10 = YAWNSVILLE

10-20 = MORRISVILLE

20-30 = FUN CITY

30-40 = SILENCE CITY

OVER 40 = MEGA CITY

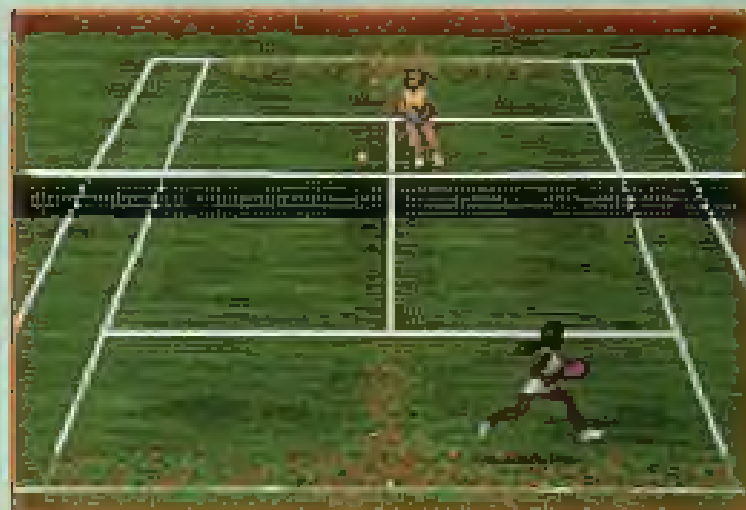
## PETE SAMPRAS TENNIS '96

Reviewed by Neil Bryant



GAME TYPE: SPORT  
PLAYERS: 1-4

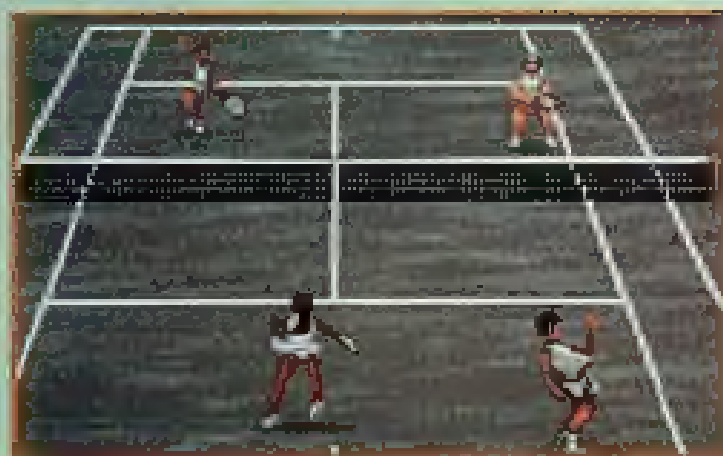
PUBLISHER: CODEMASTERS  
PRICE: \$44.99



This finely tuned version of the original Pete Sampras Tennis game includes lots of new touches, making it a cut above other 16-bit tennis sims.

Apart from the original play options of a Challenge Match and Tournament, Pete Sampras Tennis '96 features a new Pro-World Tour spanning over an impressive choice of surfaces and locations. Again the 3-cart facility enables up to four players to play simultaneously, or four to eight players in a tournament match. There's a squad of eight players to choose from (including the World's number one player, Sampras of course); each have individual skills, but all are able to perform the new range of moves from jump shots, super serves, running backwards for the ball and even after-play tantrums!

Codemasters have done well to capture a realistic feel to this game by using sample crowd sounds taken from live games. The graphics are top notch and



boast a whopping 5,000 frames of animation.

Gameplay has also been made easier with some special features, including a superb 'after touch' facility allowing power, direction and control each time you hit the ball. You can also change the camera angle continuously throughout the game, allowing you to play towards or away from your opponent.

The only criticism is that anyone who already has the original Pete Sampras Tennis may find the '96 version - although improved - too familiar. However, gamers looking to buy their first pro tennis sim should definitely plump for this.

### FINAL COUNTDOWN

#### RAVES

And speed  
and  
graphics.



GRAPHICS 92

SOUND 91

#### GRAVES

Too  
familiar  
for gamers  
with  
original  
game.



PLAYABILITY 94

OVERALL 90

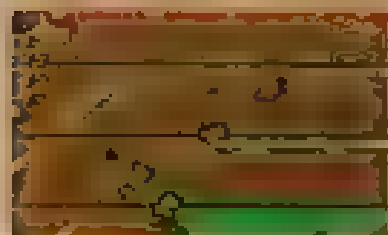
# MICRO MACHINES '96

Bandwidth-Synthesizer

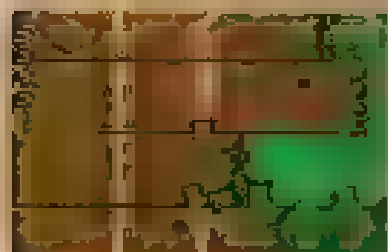


GAME TYPE: RACING  
PLAYERS: 1-8

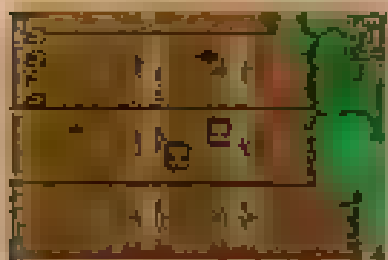
PUBLISHED: CODEMASTERS  
PRICE: £44.99



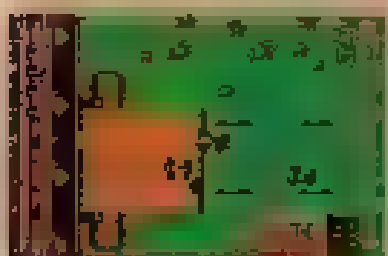
The ultimate in novelty racing games, Micro Machines and Micro Machines 2 were wonderfully wacky; however, Micro Machines '96 is truly awesome.



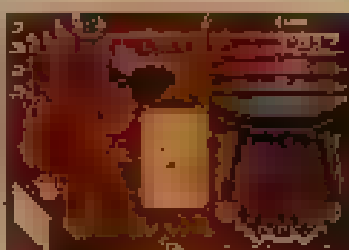
The new additions to this latest version range from vehicles and race tracks to tournaments and special features.



Codemasters have maintained the high quality graphics and created some new wacky settings for racing tracks, including a science lab, a camp site and gymnasium (imagine driving your micro machine past a towering bunsen burner!).



Racing vehicles are taken into the 21st Century with the likes of solar-powered cars and jets. There's also four new one-player modes



seven new multi-player tournaments, new characters and a shaded controller mode on the 3-Card for four, six and eight players. If that doesn't satisfy your appetite, there's a Construction Kit feature enabling you to create your own track, customise your vehicle and even choose which weather



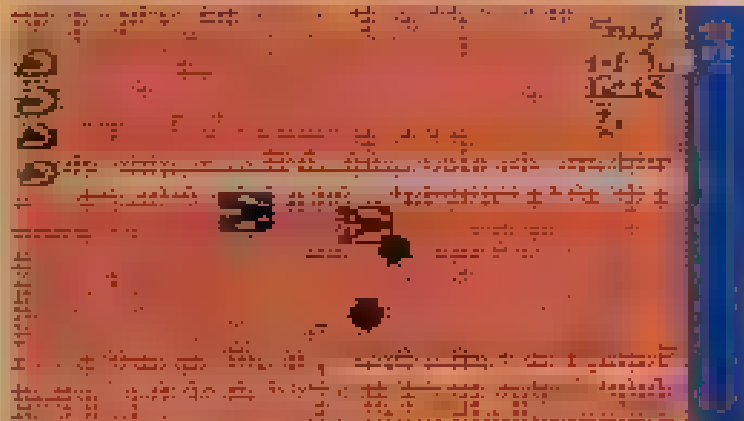
Send over





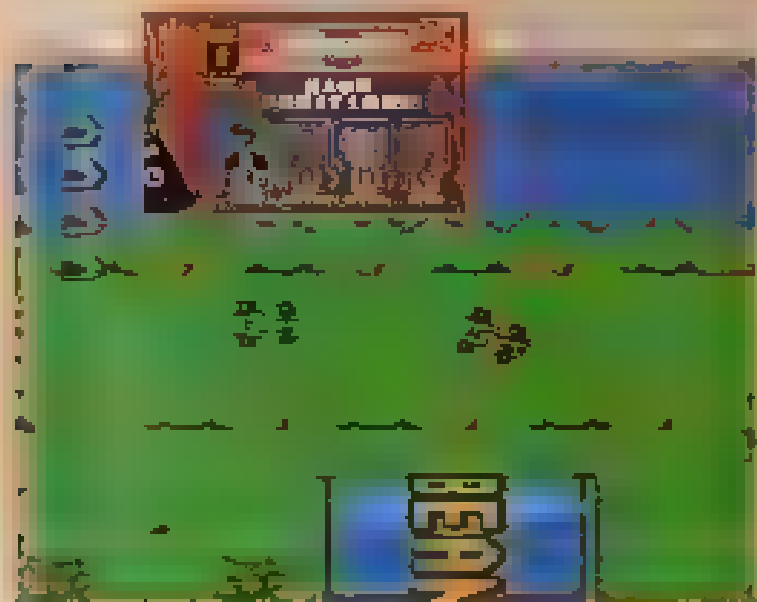


Confirm  
 Cond ons to  
 a e n  
 New gamers  
 to M r o  
 Much ney may  
 n r a y find the  
 lot of s rcky  
 a handle but  
 with w o e  
 you t o b n be  
 r a n g a o n g  
 with the best n  
 them



z e e s and there a mus a e n keep ng with the  
 p e v o u s game s y a s m g h t I c o u d n t find  
 anything o n p e a b o u t

Micro Machines '96 is n a class of its own and  
 undoubted y the best us ue fo money game a o u d



THINGS ARE GETTING OUT OF  
HAND AT THE MONSTER OF  
THE YEAR CEREMONY

YOU'RE NOT SET  
TO BE IN THE  
MAN-MADE MONSTER  
CATEGORY.

# Decap ATTACK

MONSTER OF  
THE YEAR

Hosted by  
MURDER MURDER

LETTING  
THEY TALK

SAME  
OLD 'TING  
EVERY YEAR

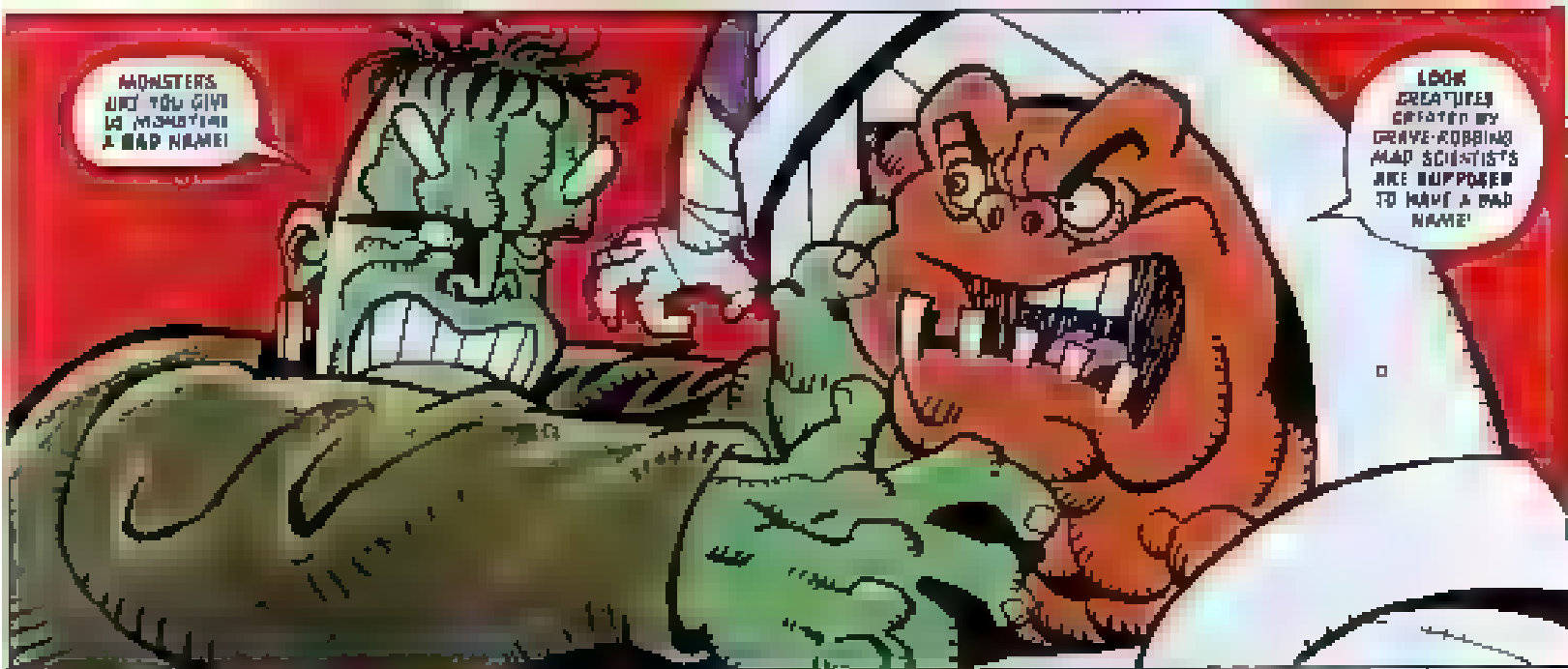
MONSTER  
OF THE  
YEAR

FOR BADNESS SAME JUST HURRY  
UP AND THUMP THEM!

WHY HURRY? WHAT HARM CAN CHUCK  
CAUSE WITH HIS ARMS PINNED?

BOP!

AM GLAD  
YOU ASKED



MONSTERS,  
WHO YOU GIVE  
US MONSTERS  
A BAD NAME!

LOOK  
CREATURES  
CREATED BY  
GRAVE-ROBBING  
MAD SCIENTISTS  
ARE SUPPOSED  
TO HAVE A BAD  
NAME!



HAHAHAHA  
WHAT HAVE WE  
HERE?

HEY  
DON'T TOUCH  
THAT!



STOP IT!  
STOP IT YOU  
MAD \*THING!



OH NO, I DON'T WANT  
TO NOT LIVE WITHOUT  
A BODY.

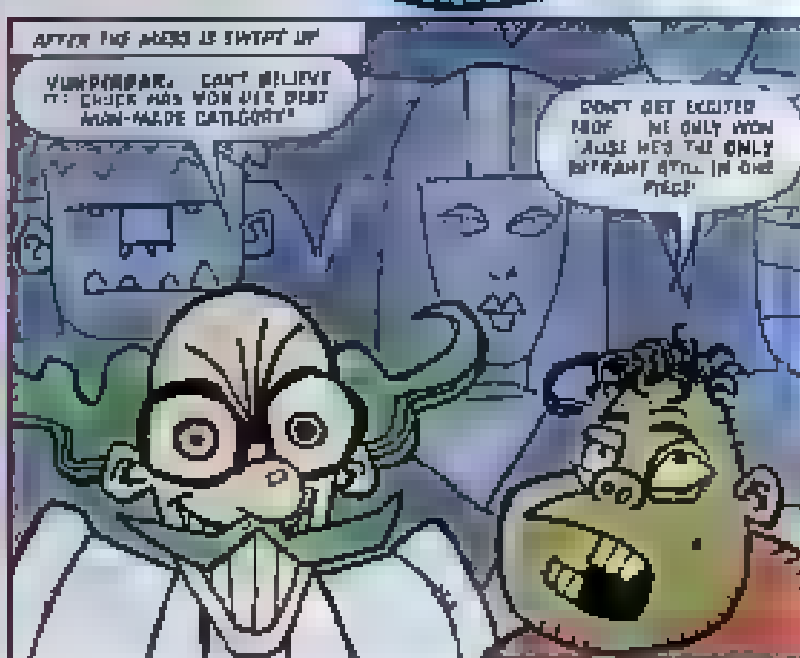
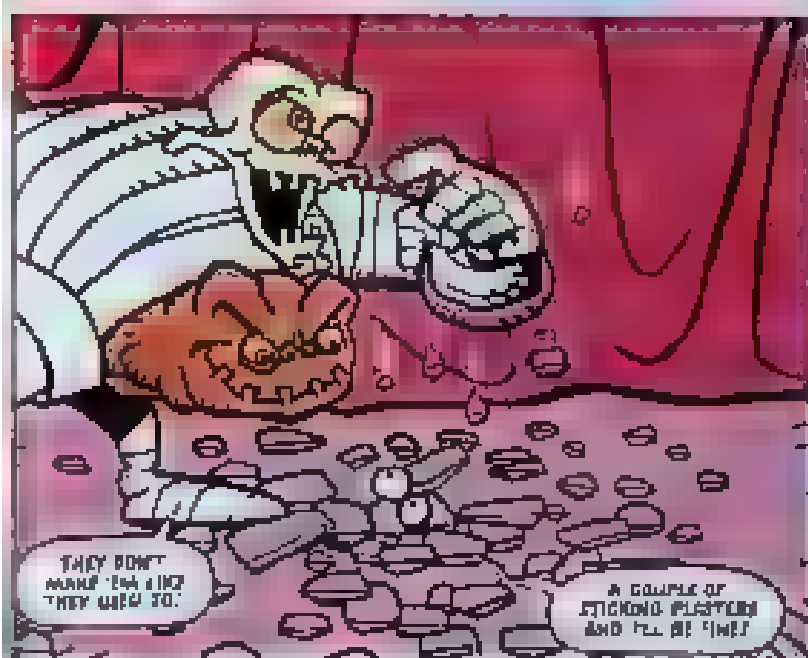
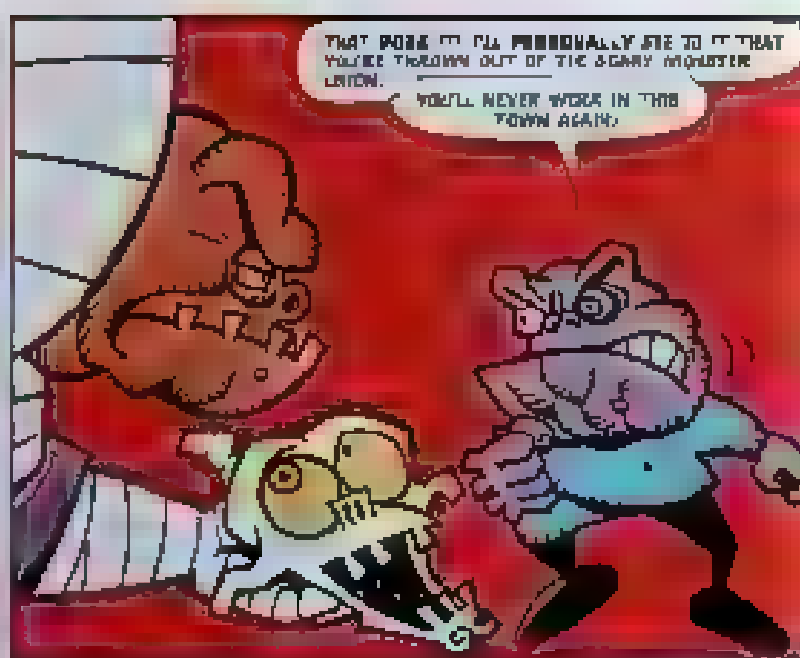
TAKE IT  
FROM ME, IT'S  
MINE!



WELL, HERE OUR FIRST  
LAW OF MONSTERS  
BUILDING IS LEARN HOW  
TO BE PROPERLY!

WISH THEY'D GET ON WITH  
THE JUDGING... ONCE CHUCKY  
DISQUALIFIED WE CAN GET  
OUT OF HERE!





THE FINALISTS AWAIT THE  
RESULT OF OVERALL WINNER OF  
MONSTER OF THE NEW YEAR

AM PLENTY BORN OF  
YOU THROWING ME AT  
PEOPLE CHUCK

OR YEARS?

MONSTER  
OF THE  
YEAR

LISTEN SOME HEAD  
ONLY KEEP YOU  
AROUND OUT OF  
PIE?

IF IF THAT'S HOW  
YOU FEEL PERHAPS  
WE SHOULD PART  
JUMP

SUITS ARE!

GOO HM.  
THEY'RE  
ANNOUNCING  
THE WINNER!

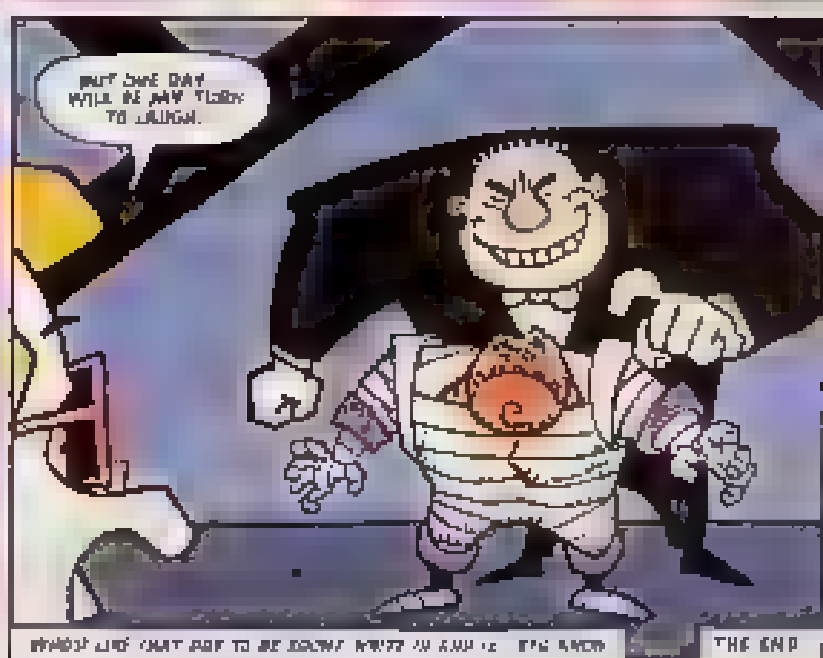
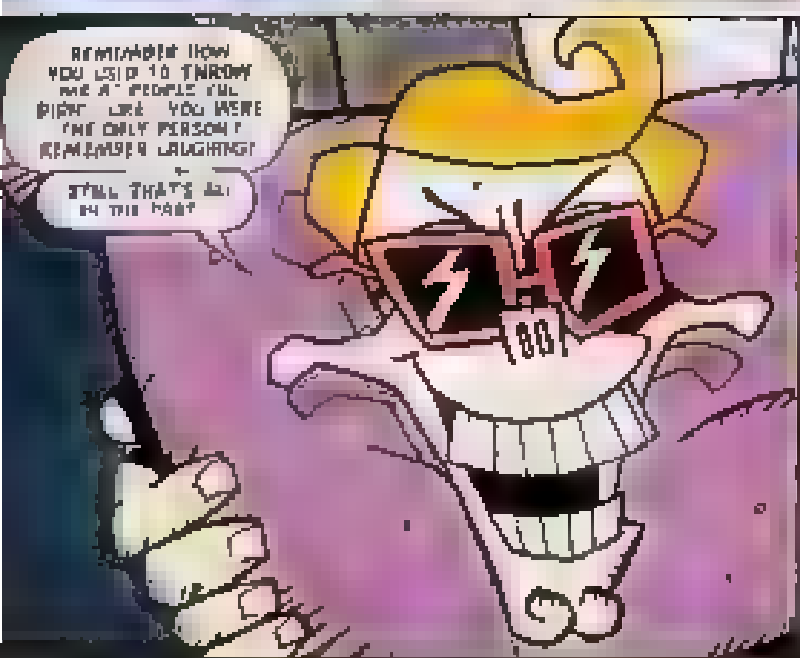
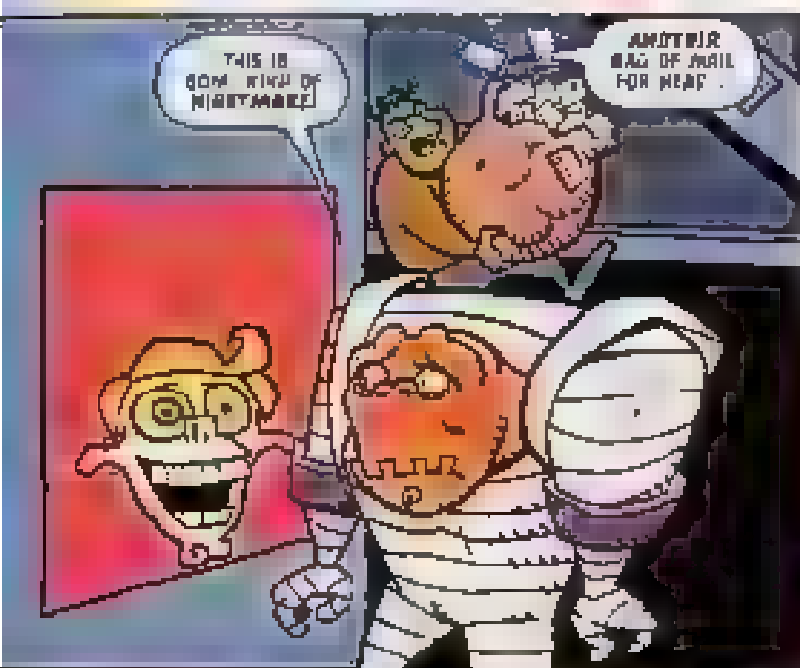
AND THE WINNER OF THE PRESTIGIOUS  
GOLDEN FANG AWARD IS THIS  
CREATED BY FRANK N. STEIN!

VE VON!

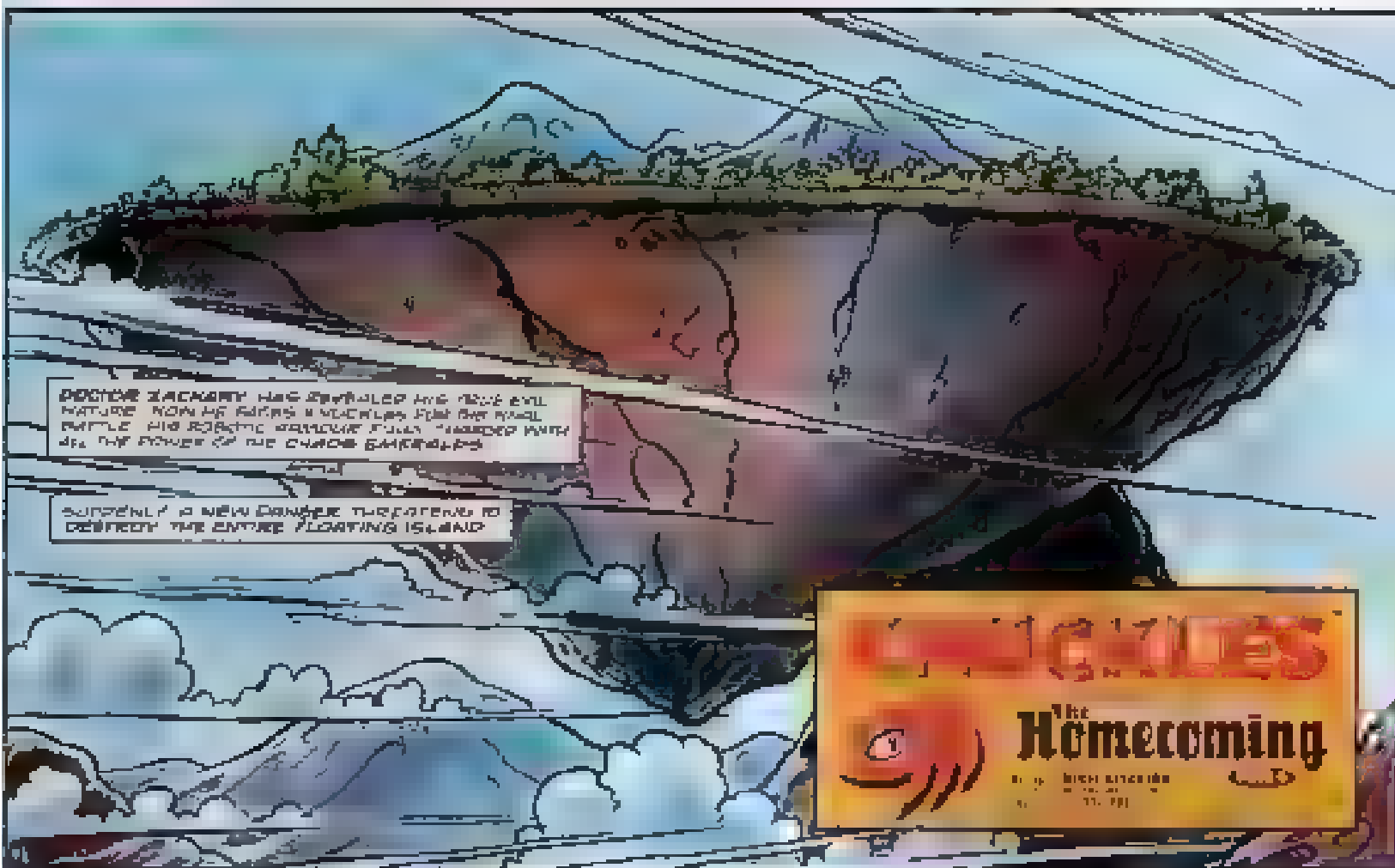
HOW CAN  
WE GO?

THINK OF YOU WHO HAVE THEM  
PUT YOUR HANDS TOGETHER!

THANK YOU  
THANK YOU  
SO MUCH.







DOCTOR ZACHARY HAS REVEALED HIS TRUE EVIL NATURE. NOW HE FIGHTS UNWITTINGLY FOR THE FINAL BATTLE. HIS ROBOTIC ARMY IS FULLY THROTTLED WITH ALL THE POWER OF THE CHAOS EMERALDS.

SUDDENLY A NEW DANGER THREATENS TO DESTROY THE ENTIRE FLOATING ISLAND.



WE'RE IN A COLLISION COURSE WITH THE MOUNTAINS. NOW THE MASTER EMERALDS HAVE DETECTED THIS. THE FLOATING ISLAND CAN'T REMAIN IN THE SKY.

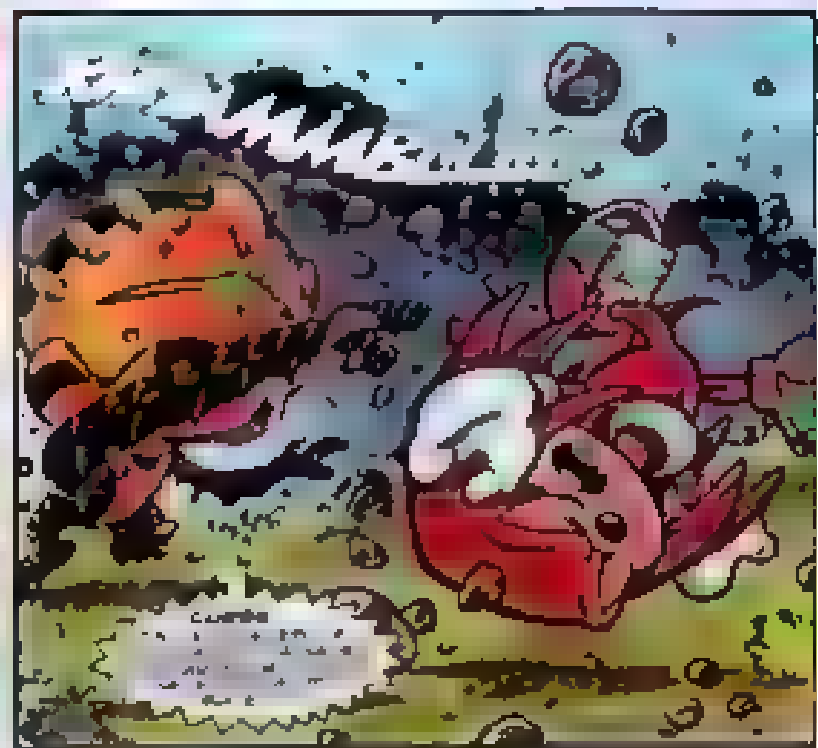
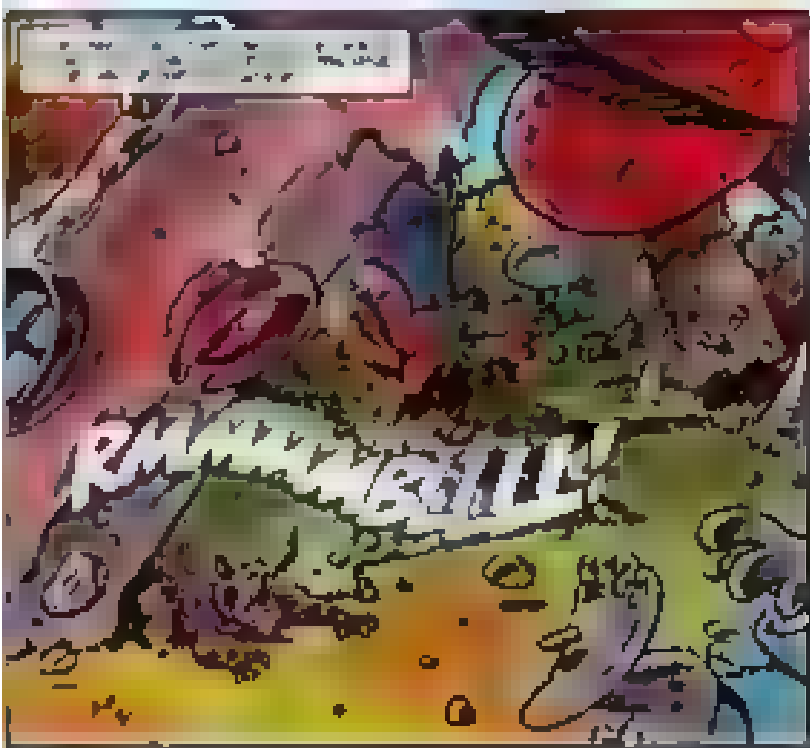
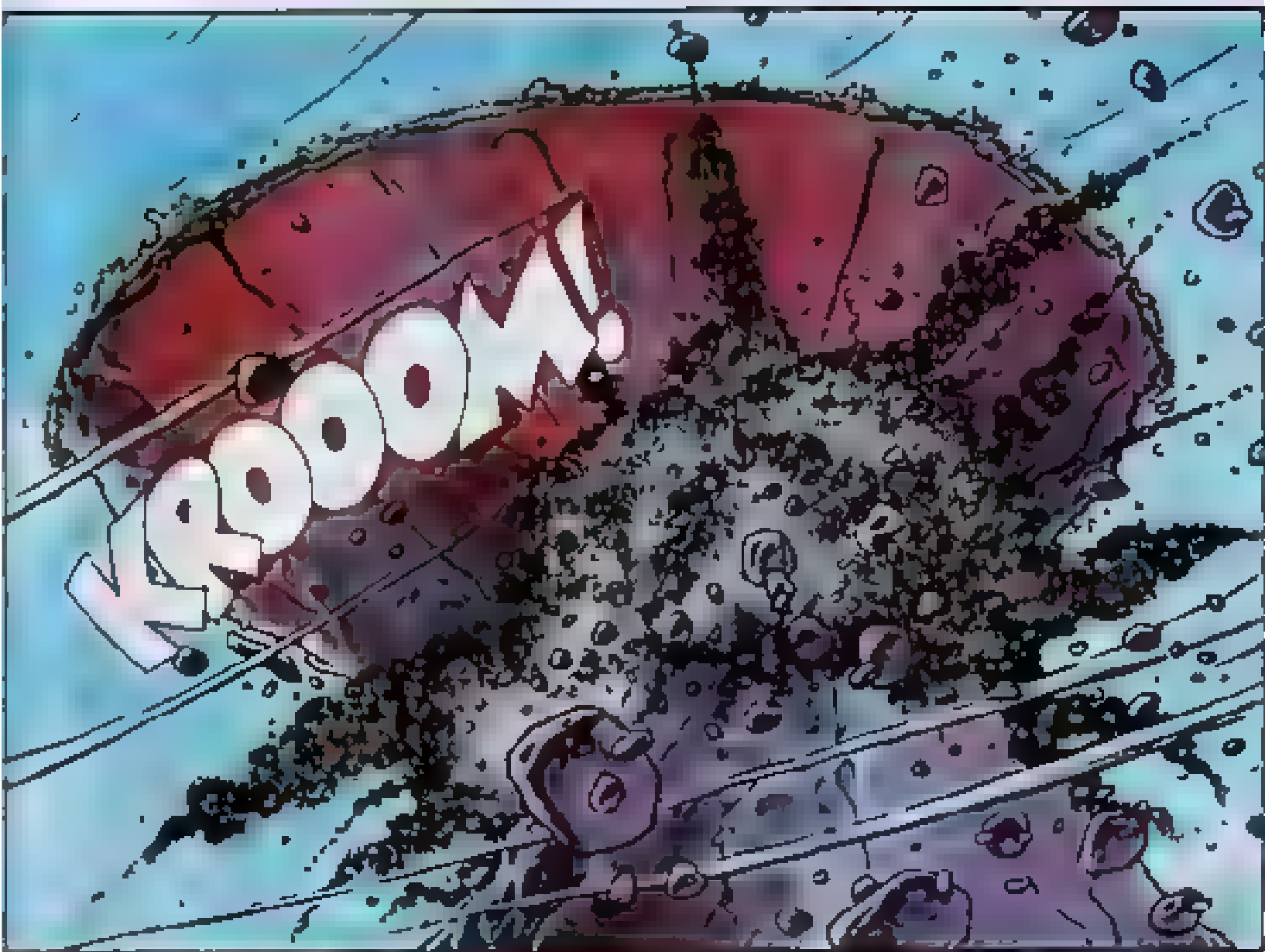
THERE'S NOTHING WE CAN DO.



ELSEWHERE ON THE FLOATING IS., AND THE EMERALDS WILL BEK. CONTINUED TO NOSE ON THEIR NEW CHARGE. THIS BLISSFUL MOMENT OF THE CHARGE TO TIME.



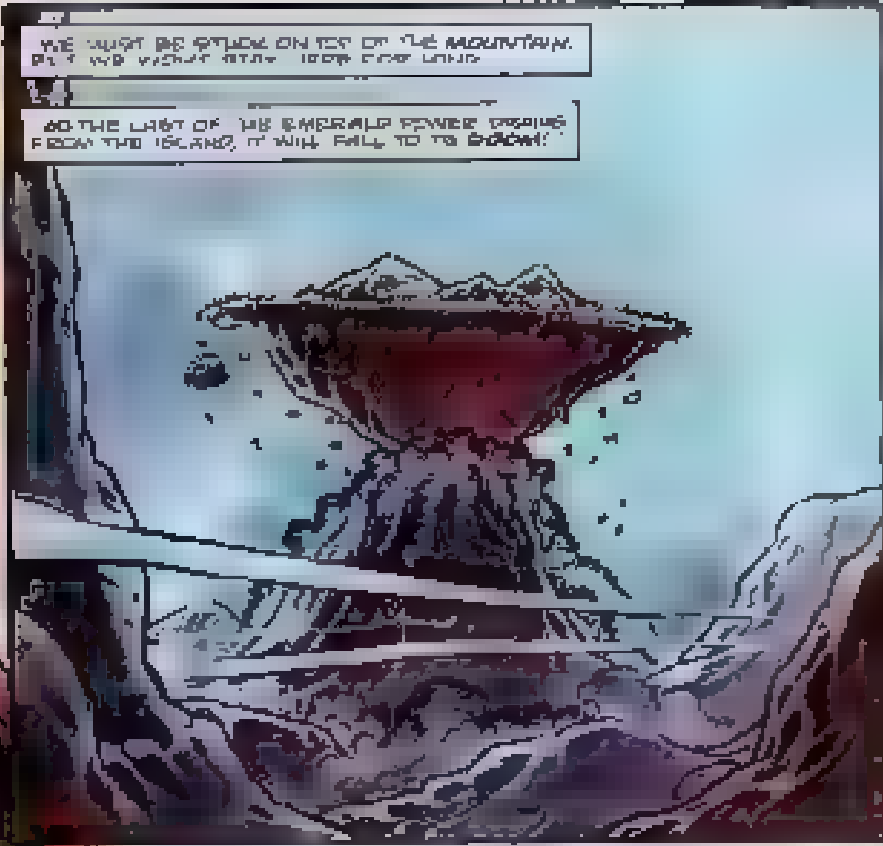
THIS IS A BLOOD & YOURS. F FOR IMPACT.





WH, WH, THE SIGHTS!

THE FLOATING ISLAND HAS STOPPED DEAD!



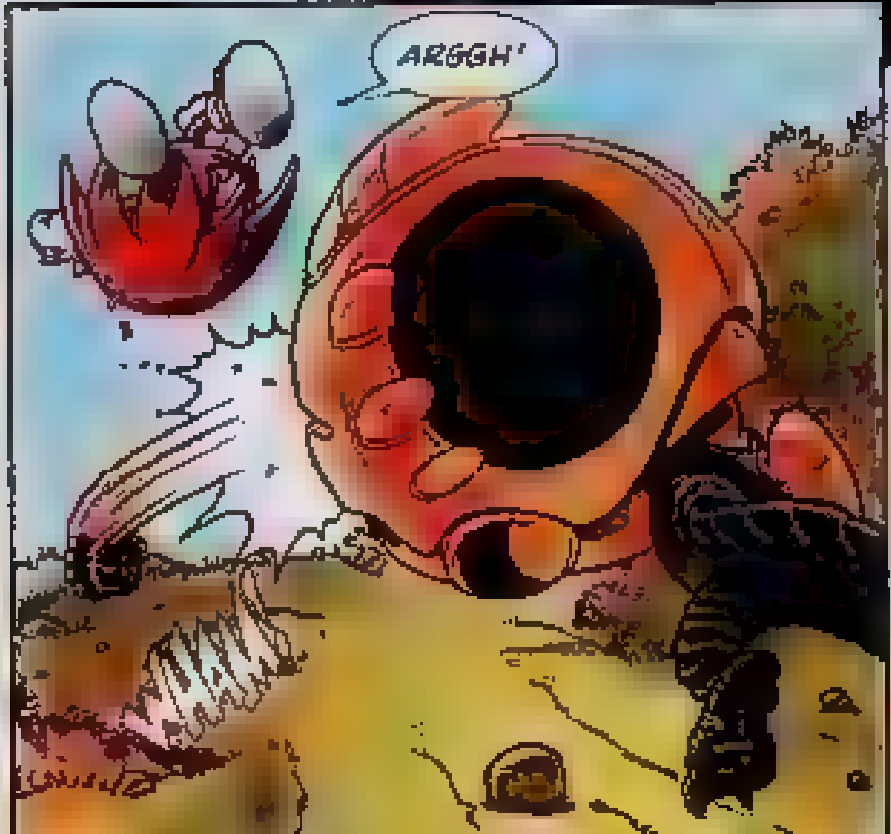
WE MUST BE STUCK ON TOP OF THE MOUNTAIN. BUT WE MUST STAY HERE FOR LONG.

SO THE LAST OF THE EMERALD POWER DRAINING FROM THE ISLAND, IT WILL FALL TO ITS DEATH!



BY KEEPING ME HERE, YOU HAVE SENTENCED ME TO DEATH, KNUCKLES!

BUT BEFORE THE I CAN GO, I'LL HAVE THE PLEASURE OF DESTROYING YOU!

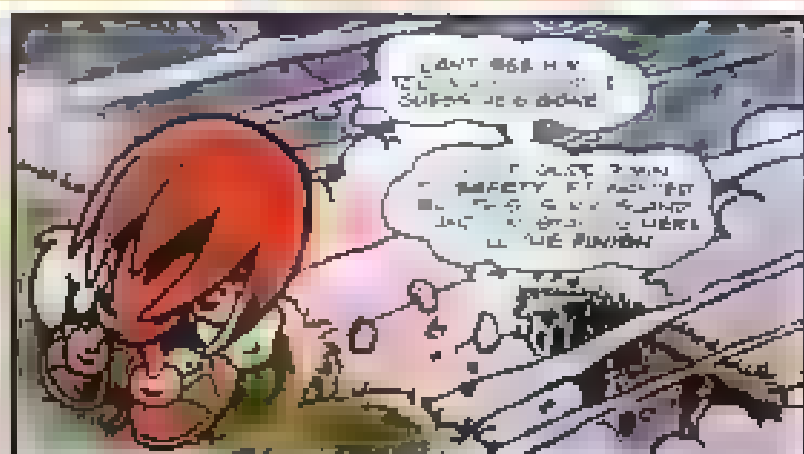
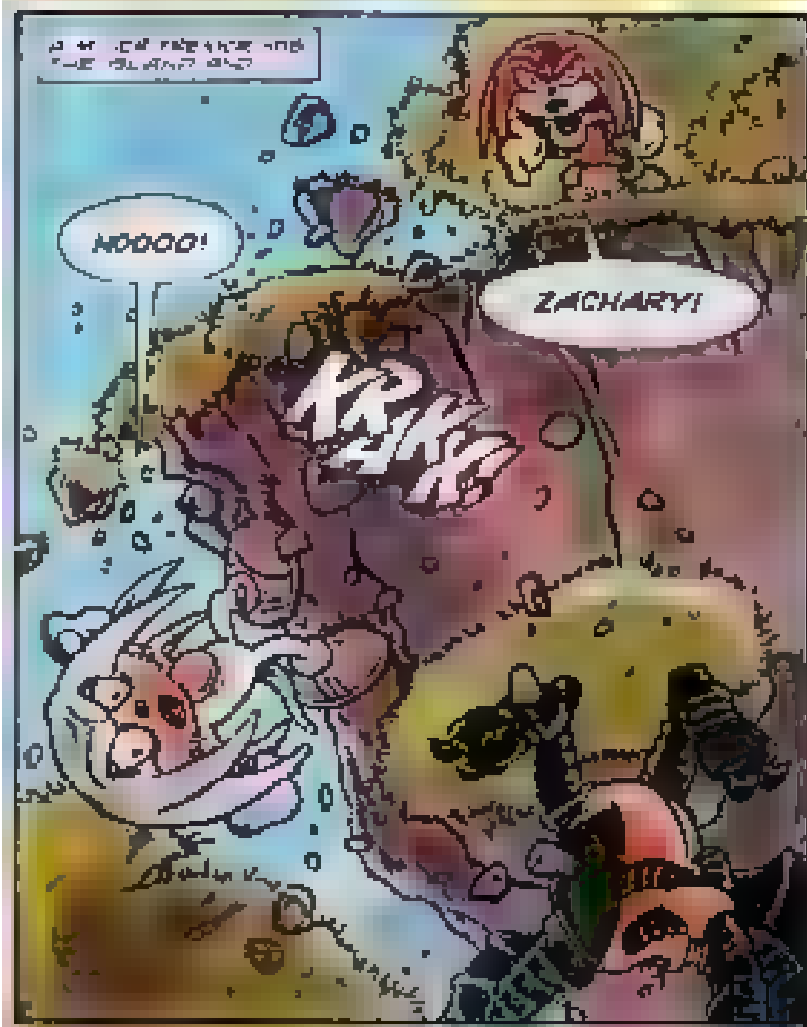
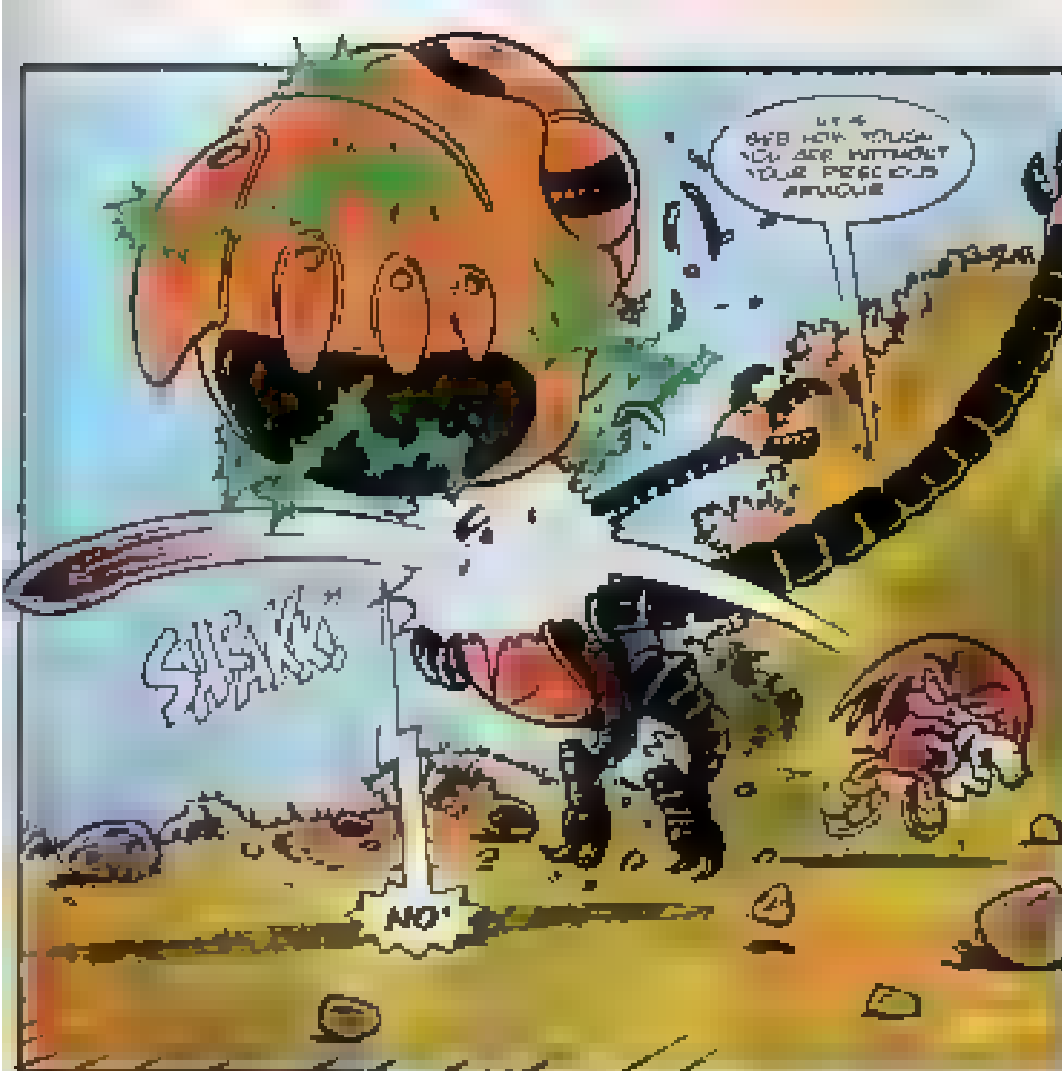


ARGGH!



ZACHARY, YOU ARE REALLY STARTING TO GET ON MY NERVES. YOU KNOW THAT?





WANTED LATER  
BACK IN THE  
A FRODO BAGGINS

IF THIS  
DOESN'T WORK  
IT'S ALL OVER!

WELL, DEEP  
GODS

IT IS  
WORKING! THE  
SWORD IS UP  
TO ACTING THE  
MOUNTAIN  
WIT. AS THE  
MOUNTAIN  
SHRINKS, I CAN  
FEEL THE  
FLOATING  
ISLAND STARTING  
TO MOVE!

ONE DAY  
MY PEOPLE WILL  
RETURN AND I'LL BE  
HERE WITH THEM  
THEA

BUT NEXT  
TIME AM GOING  
TO BE ASKING  
A FEW MORE  
QUESTIONS

WE'RE  
LIFTING CLEAR  
OF THE MOUNTAIN!  
THE FLOATING  
ISLAND IS  
GOING!

WHEN  
THAT WAS WHY I'D  
CLOSED AND BLAME  
MYSELF

WAS HE  
ENOUGH AT WINNING  
ONE OF MY OWN RACE  
JUST I NEVER GUESSED  
SACRILEGE MIGHT  
BE EVIL!

THE  
END

NEXT ISSUE - A NEW & NEW KNUCKLES ADVENTURE

# JOB SWORTH

## GRAPHIC ZONE

WHEN STU WHAT'YU CAN DO WITH IMAGINATION AND A SHEET OF PAPER.  
ROOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PAGE OF



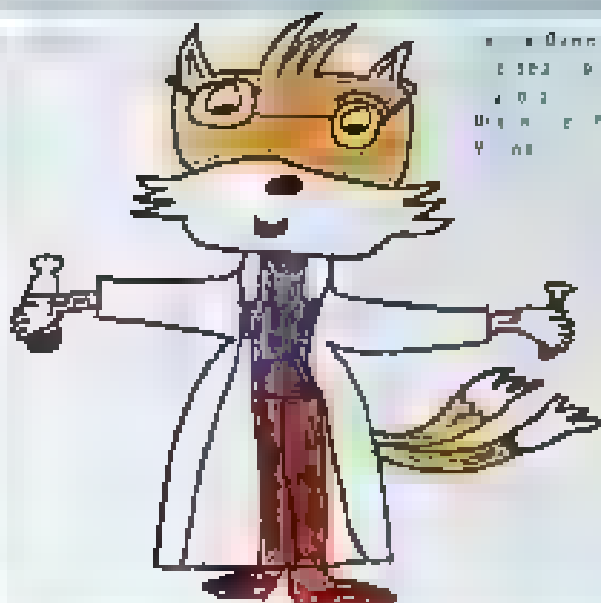
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Chris A. Craggs de  
Chris A. Craggs



Where's the fire?

John T. G. G. H. A. S.  
W. L. H. G. H. A. S.  
Chris A. Craggs de  
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To help you your handwriting selected in fabric  
GRAND CORN. Please take note of the following  
signs.

Handwritten print of his up and on plain white paper  
faintly lined paper and pencil or crayon as they  
don't show up as well when printed.

The original and don't copy pictures from the

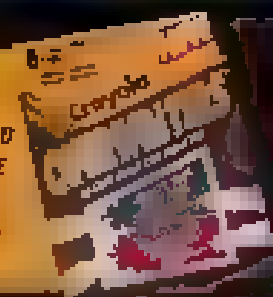
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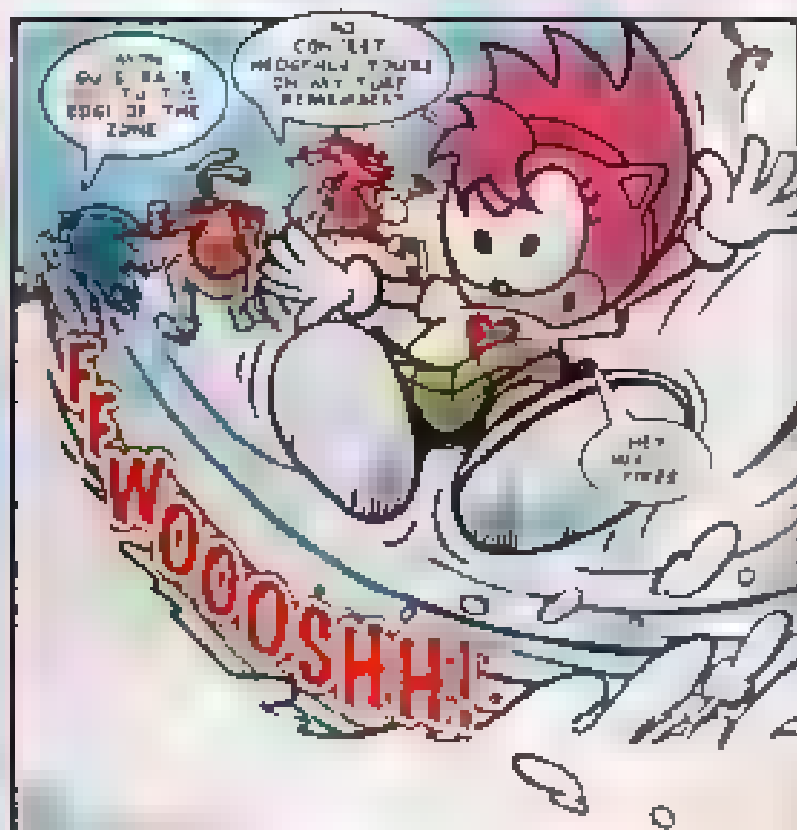
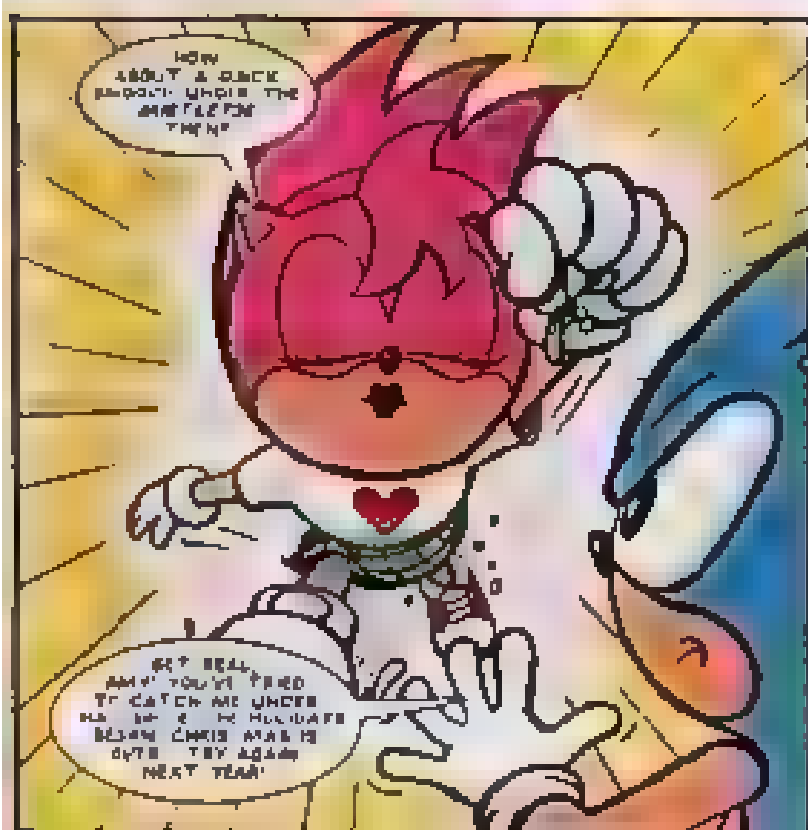
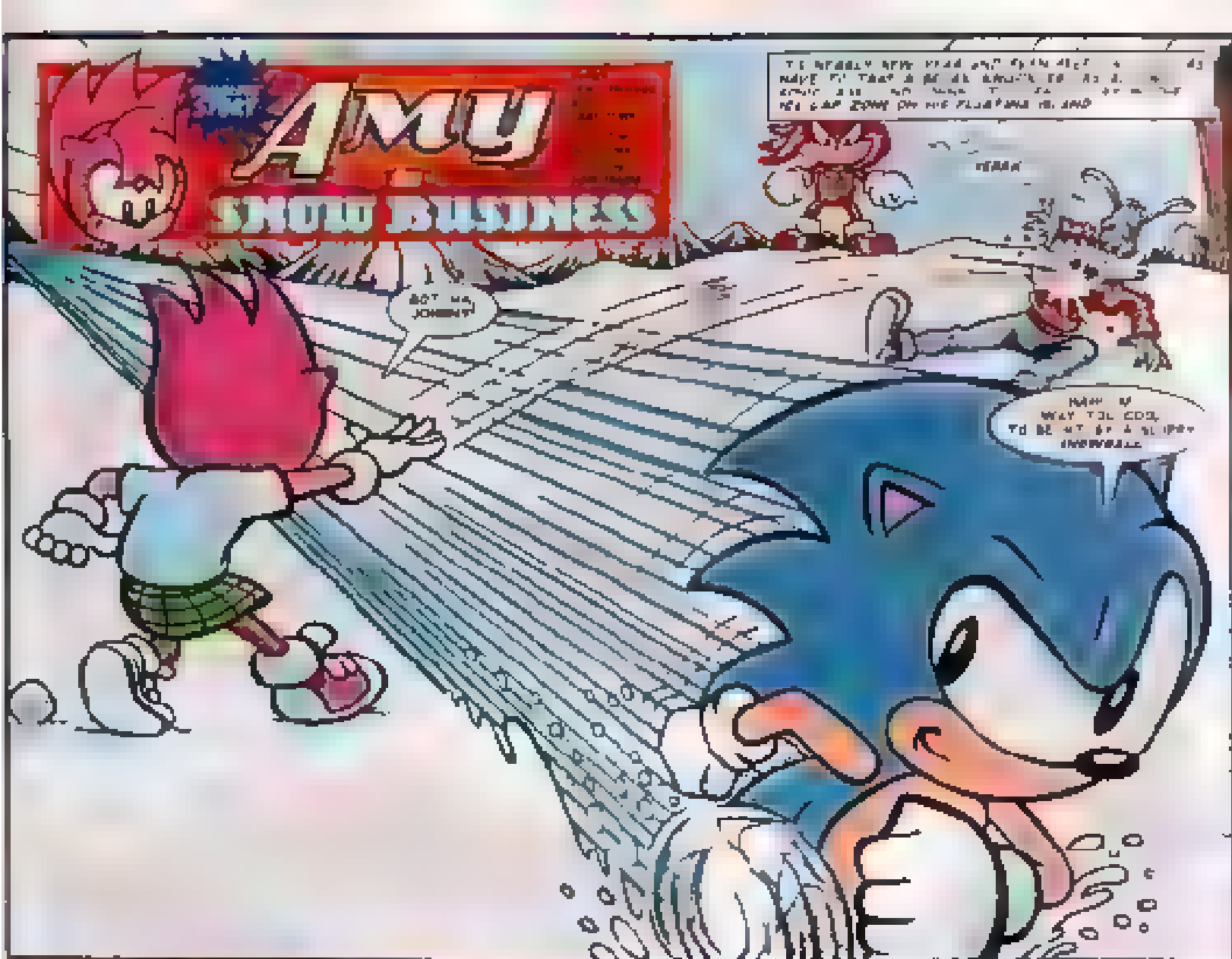
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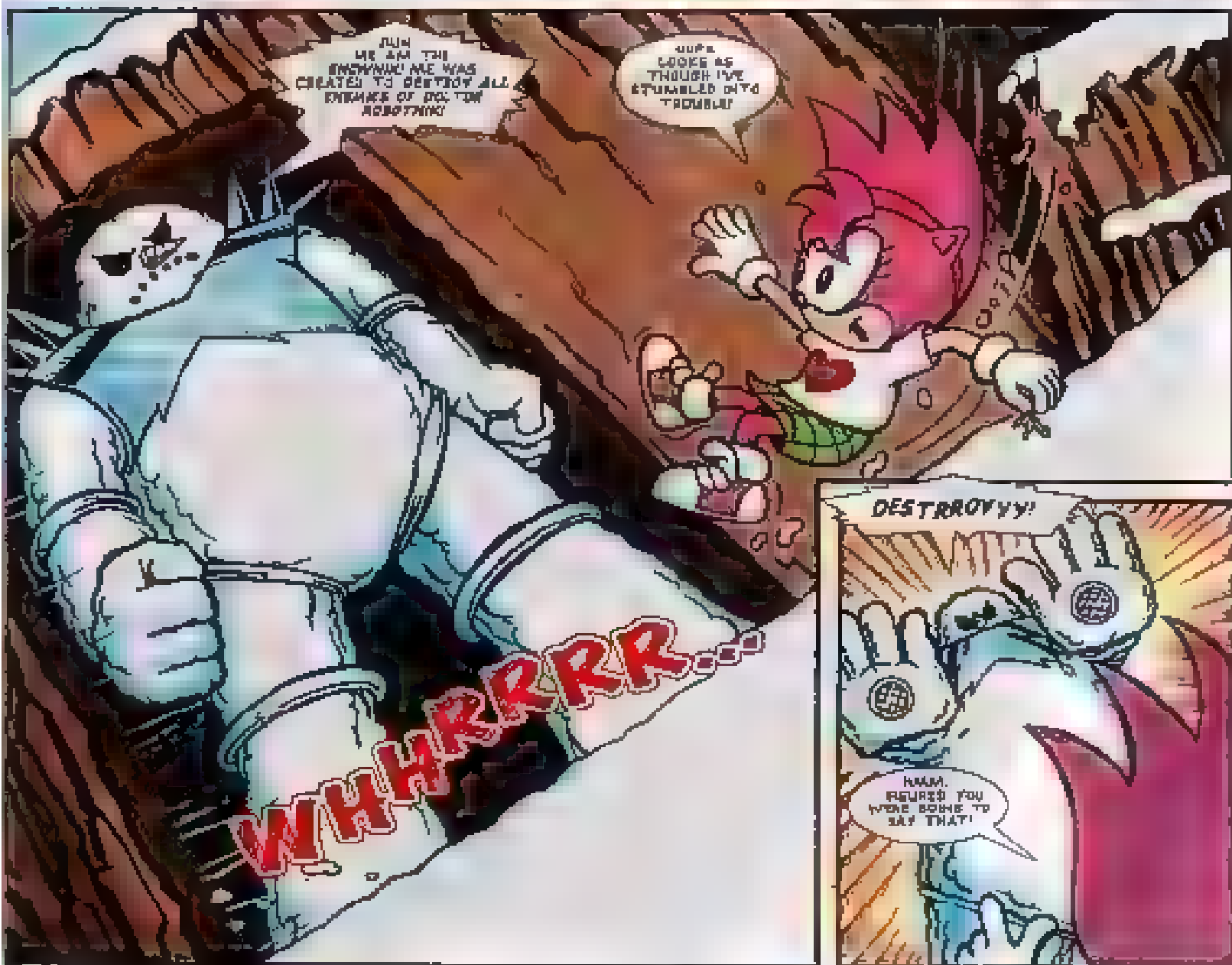
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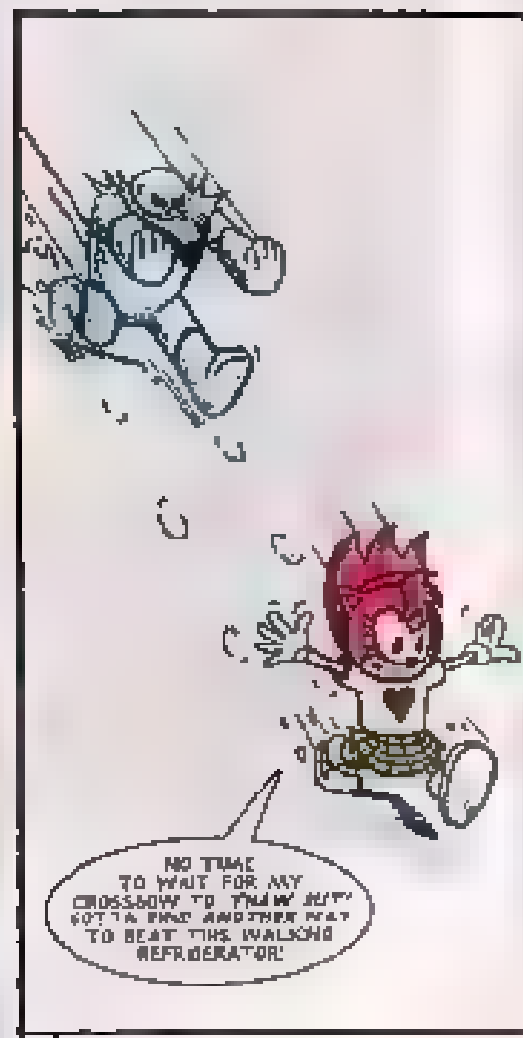
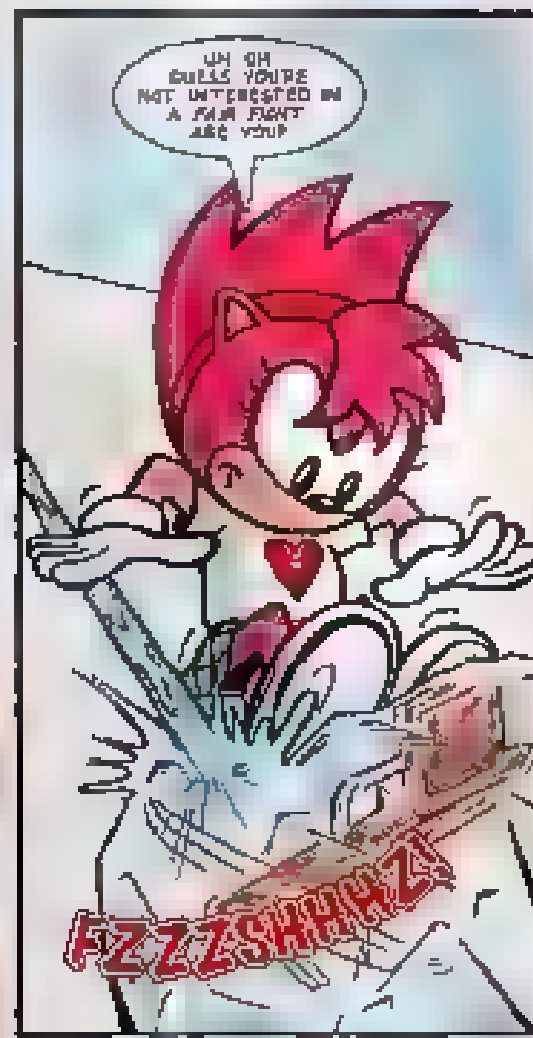
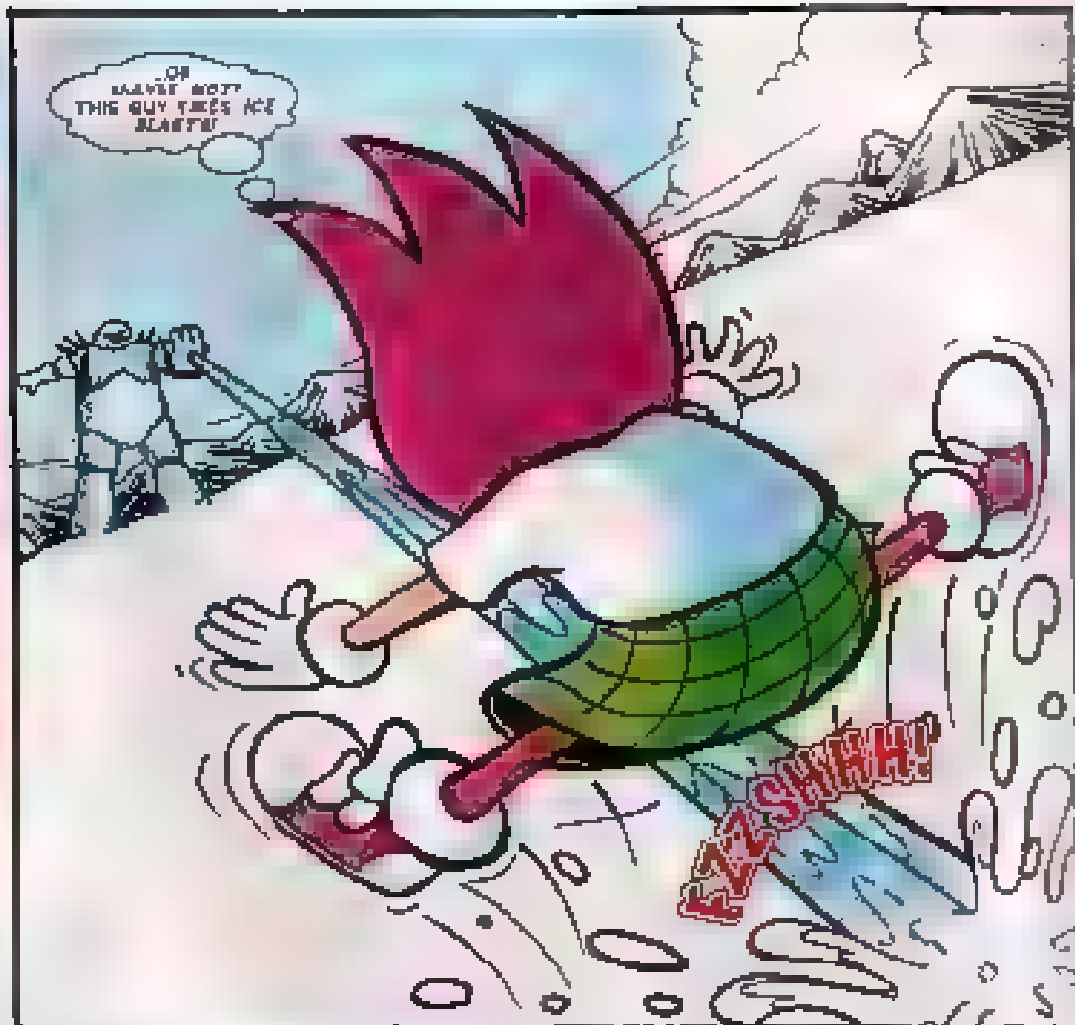
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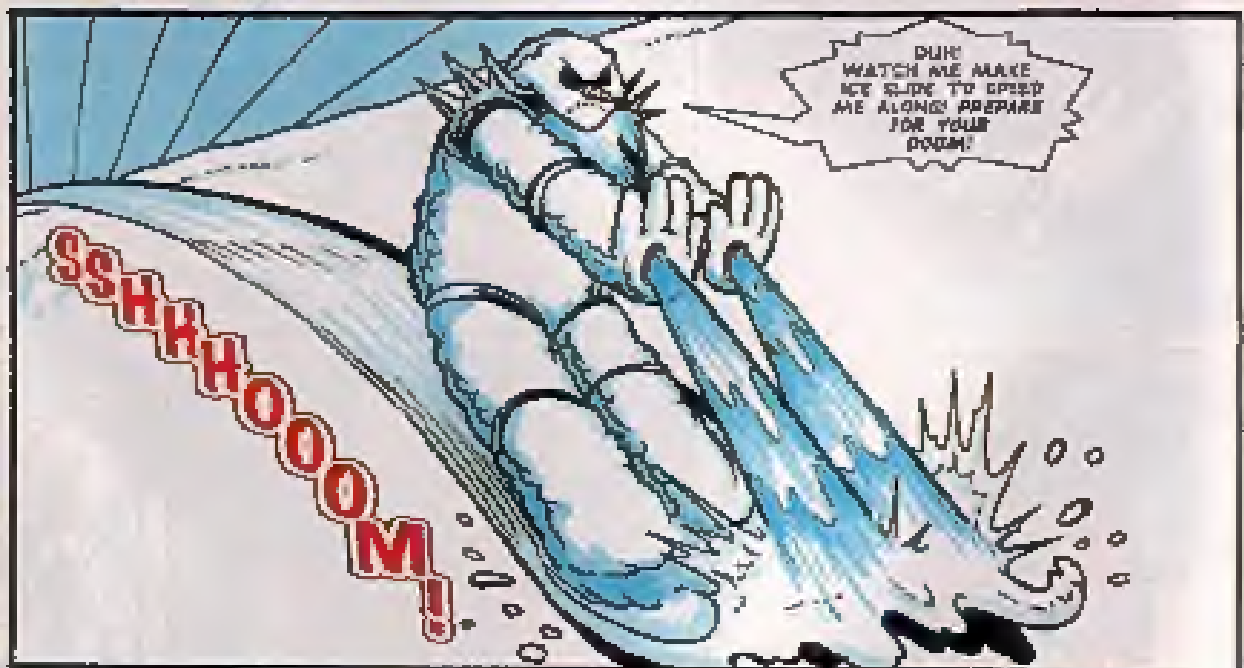
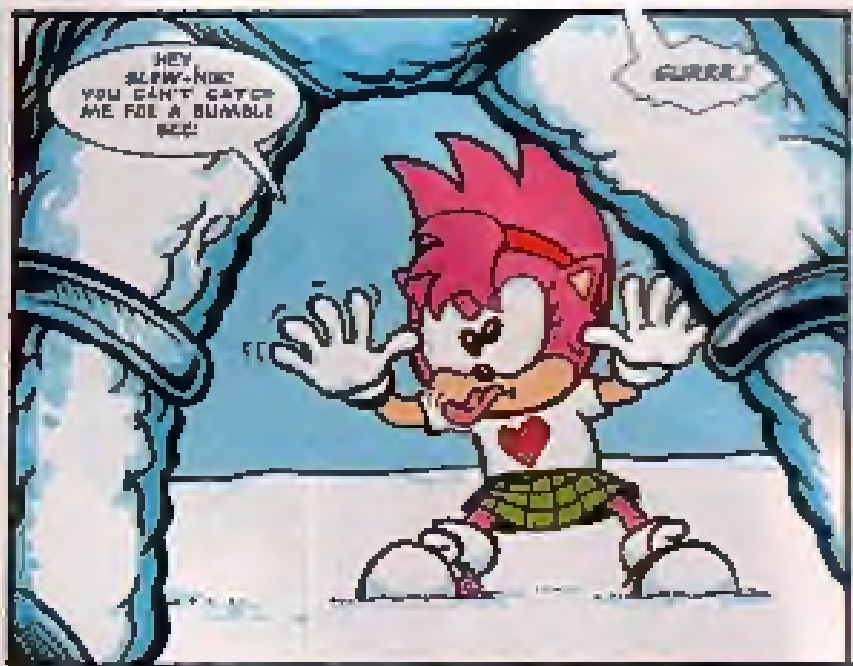
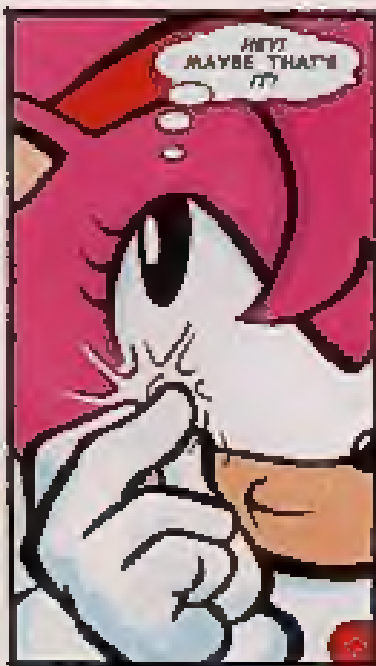
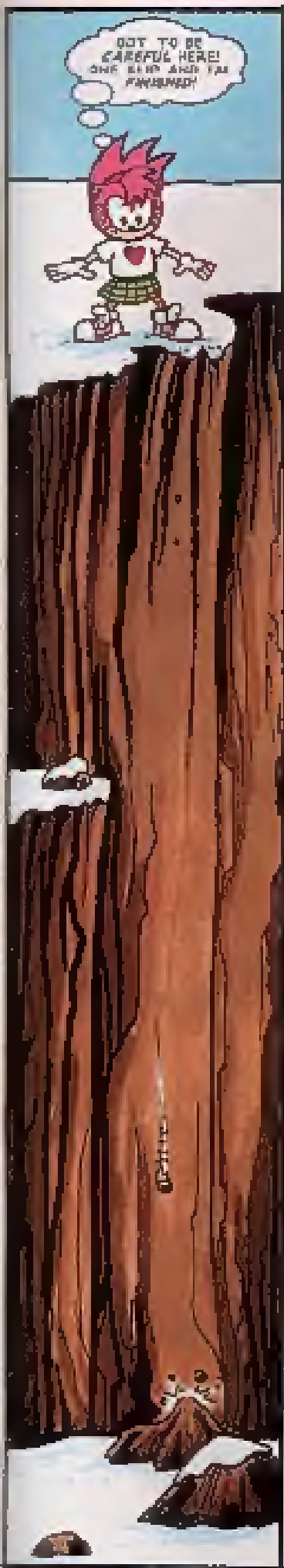


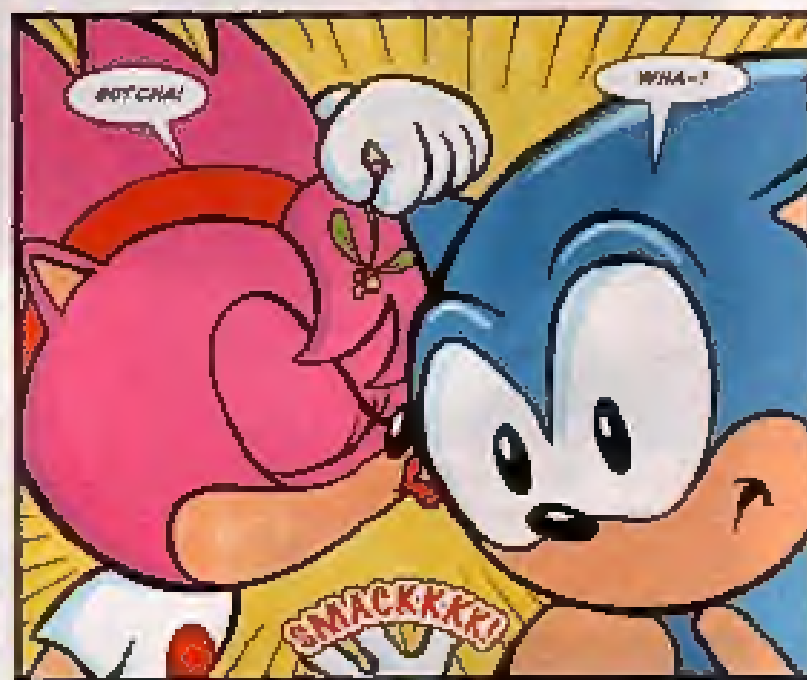














EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE ZONE, 81/83 DAVENPORT PLACE, LONDON N10 2GU.

OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

The party season  
gets to Tails!



Name not given. Arundel West, Sussex.  
Sonic Stationery Winner.



Send your e-mail messages to:  
speedlines@soniczone.co.uk  
Be sure to include your email name (postal  
address if you want to win a prize).

## RUBBER LOVE!

Dear STC,

I loved the Sonic rubber  
which came free with issue 63. I  
saved it for a big test last November  
and couldn't have managed without  
it.

Anthony Smyth, Co. Armagh,  
N. Ireland.

Sonic Stationery Winner.



Glad it came in handy,  
Anthony.

## MEGA MAD!

Dear STC,

Your comic keeps coming  
out late so I am going to burn each  
one of my issues to get rid of the  
evil! Don't give me one of your  
stupid comments, 'Megawimp' and  
don't even consider giving me a  
prize as I am too mad!

Chris Yates, Darwen, Mr Blackburn,  
MD & GG owner.

Sonic Stationery Winner.



I think I agree with that  
last comment, Chris!

Okay Tails look!



Alex Robb, Camboisland, Scotland.  
AD user.

Sonic Stationery Winner.

## UP THE WALL!

Dear Megadoid,

I share a bedroom with my  
little brother, which can drive us  
bonkers sometimes. This is mainly  
because we fight over which side of  
our room the posters should go on! I  
think I've been fair to suggest that  
my side of the room be filled first -  
then we can start on his side. What  
do you think?

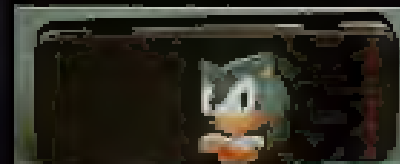
Caroline Latham (& room 'mate'),  
Blackpool, MD Owner.

Sonic Stationery Winners.



I think bunk beds could  
be the answer!

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STC SINCE ...**

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**BAND/SINGER IS** .....

**MY SEGA SYSTEM ...**

TICK:-

GG

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MD

☐

MM

☐

MS

☐

32X

☐

SATURN

☐

**SEGA GAME INTO STRIP!**

**I WOULD LIKE TO SEE** .....

..... **AS A COMIC STRIP IN STC.**

**THIS ISSUE'S  
MEGA HITS!**

**1ST CHOICE** .....

**2ND CHOICE** .....

**3RD CHOICE** .....

**YOUR RATING FOR ISSUE 68**

%



Post to: Data Strip/Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SL

